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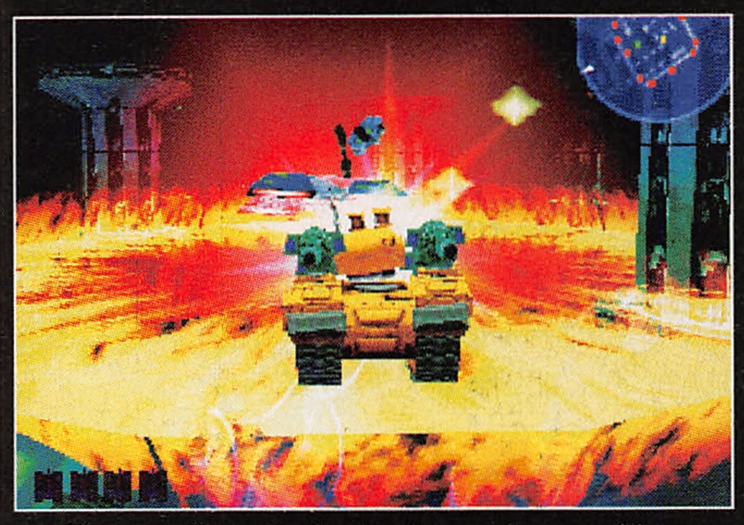


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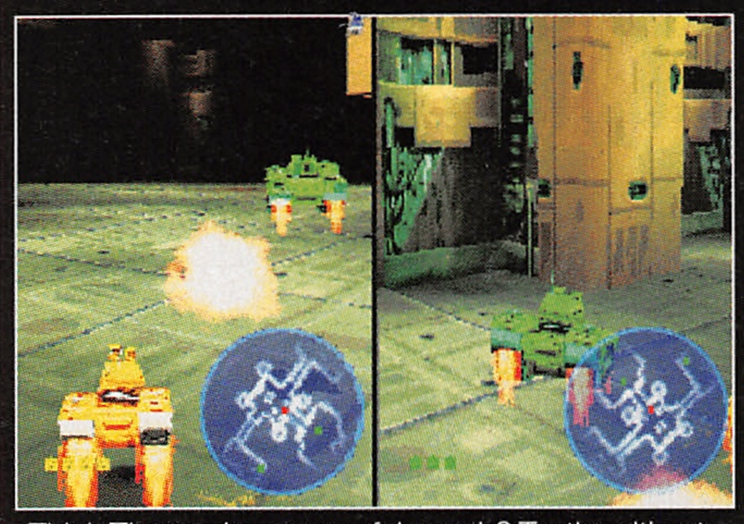
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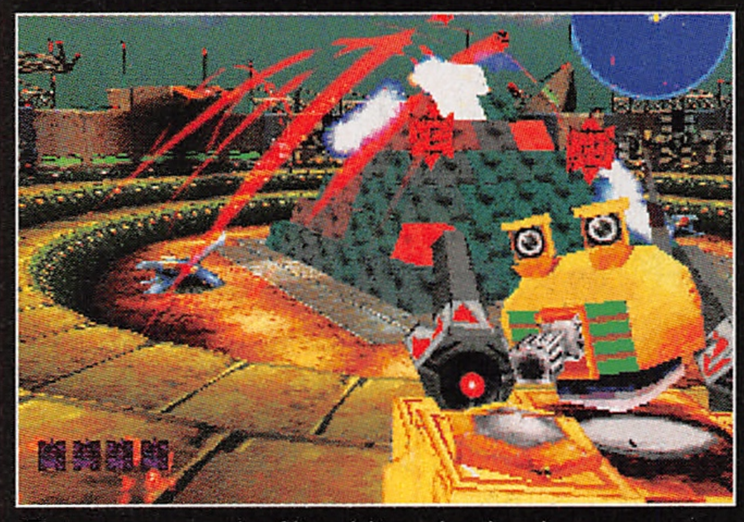
The Tiny Tank with the Big-Ass 'Tude.



Tiny may have the body of a vending machine, but he's got the spirit of a rottweiler.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of itsy-bitsy piranha devour a water buffalo? Size is a poor indicator of annihilation potential.

Chaos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Can Tiny, with his 80mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.

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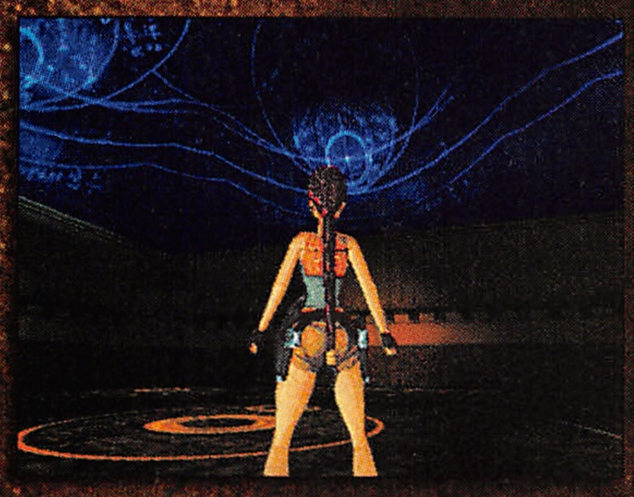
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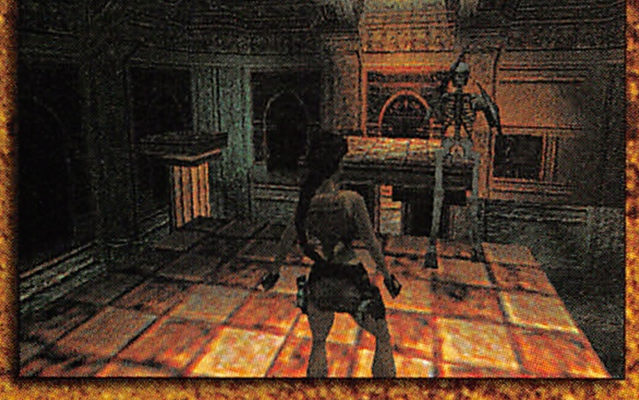
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THE LAST REVELATION
TOMB RAIDER

It started 5,000 years ago. It's going to end now.

Can Lara Croft stop an ancient curse from plunging the world into madness? Get ready for Tomb Raider: The Last Revelation, the epic adventure with everything you've been asking for. Seamlessly integrated gameplay and FMV sequences for non-stop action. Killer

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CORE

graphics with skin and 3-D texture mapping that even brings the dead characters to life. Along with diabolical new puzzles and a totally new inventory control system that make this the most incredible Tomb Raider ever. So while Lara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.

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After what seemed like years of waiting, Square's latest epic saga is finally here!

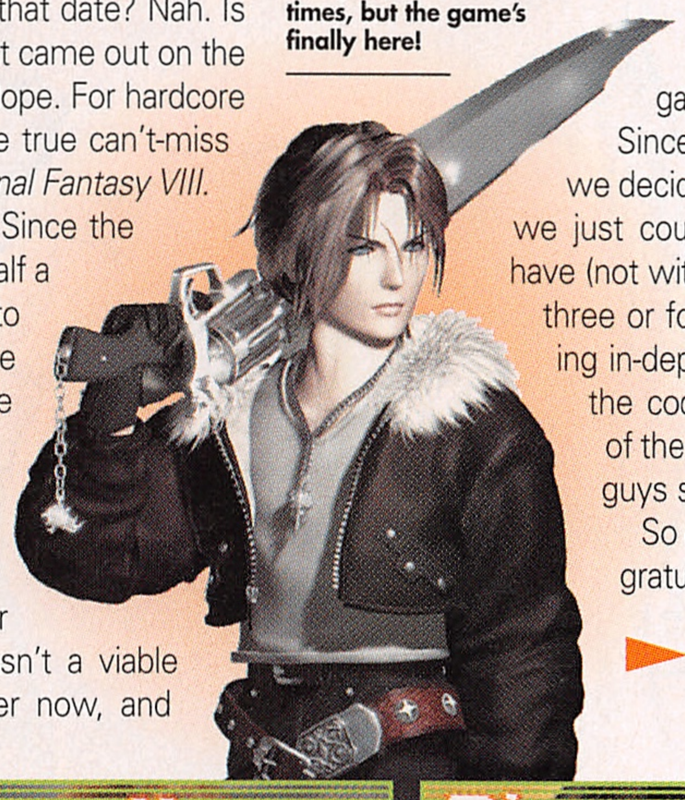
START

September 9th will go down as a date that RPG fans will never forget. Is it because the PlayStation was originaly launched on that date? Nah. Is it because Sega's Dreamcast came out on the exact same day this year? Nope. For hardcore RPGers, there was only one true can't-miss event of 1999, and that is *Final Fantasy VIII*.

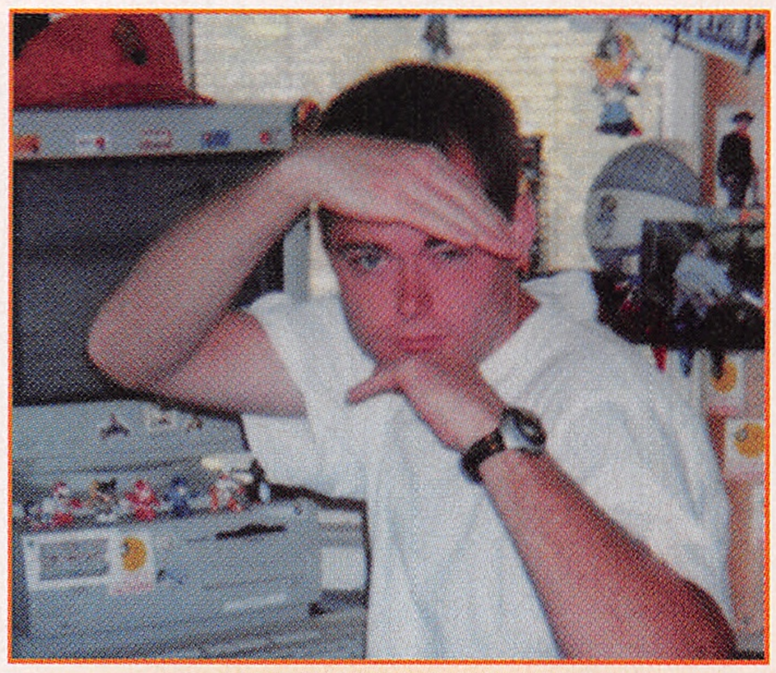
The buildup was *huge*. Since the game hit Japan more than half a year ago, US fans have had to be extremely patient while our friends overseas were experiencing gaming goodness. A few nutcases took on the daunting task of blindly working through the Japanese version, but for most gamers, that just wasn't a viable option. But the wait is over now, and many of you are finally embarking on Square's latest epic quest. To celebrate the release of such a big title, we've packed in as much *FFVIII* coverage as possible. In here you'll find an interview with the *FFVIII* team, our full review of the game, and our detailed tips guide. Since this game is so incredibly huge, we decided to forego a walkthrough, which we just couldn't do justice in the space we have (not without spreading the guide out over three or four months). Instead, we're focusing in-depth on what we think are some of the cooler and more interesting aspects of the game, which allows us to give you guys some really useful advanced info.

So enjoy the game, the mag, and congratulations on surviving the wait!

CHRIS SLATE,
EDITOR-IN-CHIEF



▼ We've only run this pic of Squall, like, a *hundred* times, but the game's finally here!



"SEPT. 9TH WILL GO DOWN AS A DATE THAT RPGERS WILL NEVER FORGET"

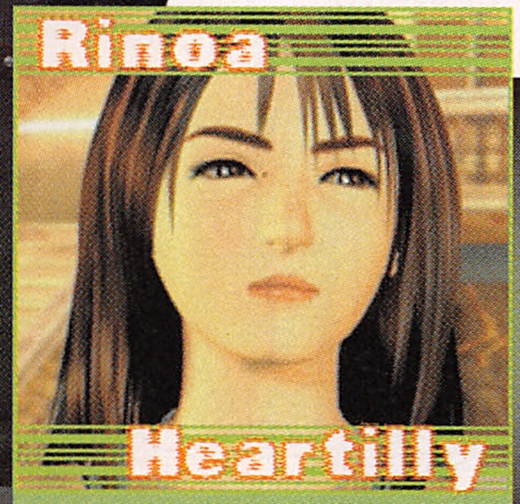
LEGENDS

Among its many other talents, Square has a knack for creating characters that endear themselves to gamers. Through epic storylines, they become *legends*.



Squall Leonhart

▲ Squall doesn't like to rely on anyone. While often sarcastic, he tries to do what's right. Can Rinoa bring him out of his shell?



Rinoa Heartilly

▲ Young and energetic, Rinoa is a rebel at heart. Her desire is to free Timber from the rule of Edea and the Galbadian army.



Seifer Almasy

▲ Bitter and resentful of everyone, Seifer is also very much a loner. His desire for combat often tends to get him in trouble.



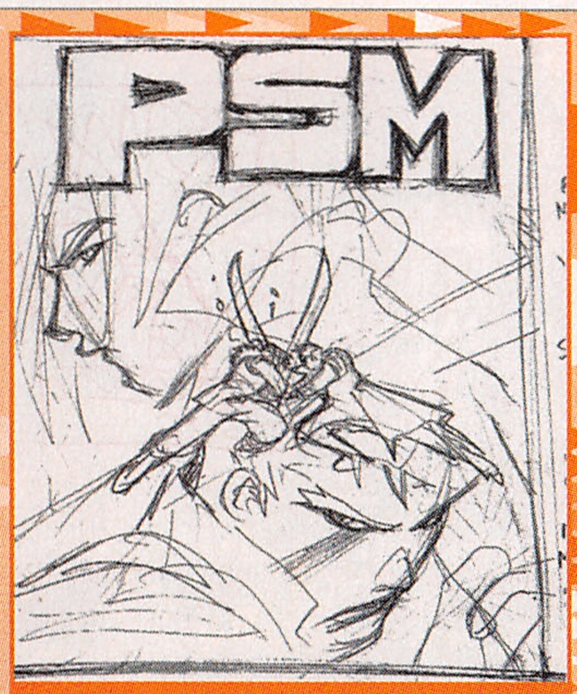
Edea the Witch

▲ Edea is evil incarnate. She has a personal hatred for Garden and SeeD and has amibitions of taking over the world.

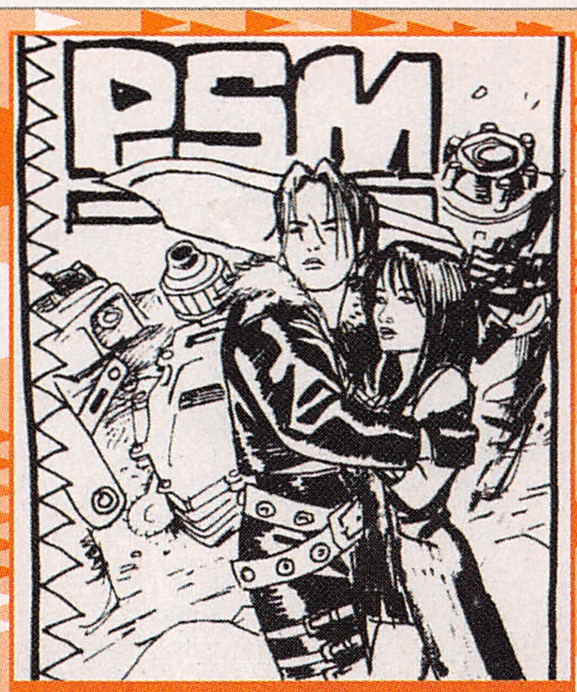
THIS MONTH'S COVER

Every issue, we match exciting new games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork, to present our magazine at the highest possible level.

We've got two different covers this month, and in a PSM first, we have an artist doing two issues in a row. But this go around, we get the privilage of seeing J.G. Jones paint, and what a treat it is! His style suits the grandeur of a game like *FFVIII* perfectly. Our second cover is by Joe Madureria, one of our all-time favorites. Great work, Joe!



We told our cover artists "think epic" and here is what Joe came up with initially. The intensity on the faces of Squall and Seifer are shown large while a struggle goes on in a far shot.



Here in J.G.'s cover, we have the lovers(?) in an embrace and the giant spider mech looming behind them. We decide to scrap the mech. While cool, it plays a minor part of the game.



And here we go—the final pieces from both artists! J.G.'s image perfectly captures the epic, romantic feel of the game, while Joe Mad's shows the intensity between Squall and Seifer. Great work, guys!

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OCTOBER 1999 VOL 3, NUMBER 10 • ISSUE 26
ISSN: 1095-4163

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PSM: 100% Independent PlayStation Magazine is published monthly by Imagine Media, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Newsstand distribution is handled by Curtis Circulation Co. Basic subscription rates: one year (12 issues) $20 U.S., Canada $34 U.S. (Canadian price includes GST (GST #128220688), foreign $44 U.S. Prepaid in U.S. funds only. POSTMASTER send changes of address to PSM—100% Independent PlayStation Magazine, P.O. Box 52073, Boulder, CO 80328-2073. Entire contents copyright 1997, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Publishing, Inc. is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA.
CPC Int'l Pub Mail # 1195484

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We love to innovate, we love to have fun, and we have a cast-iron rule always to deliver spectacular editorial value. That means doing whatever it takes to give you the information you need. With any luck, we'll even make you smile sometimes... Thanks for joining us.

MEET THE PSM TEAM:



CHRIS SLATE
Editor-In-Chief

Likes: All types of games
Wrestling Name: The Slate
Favorite Finishing Move: The Slate takes his size-11 sneaker, turns that sucker sideways, and sticks it straight up your candy ass! If ya smell... what The Slate... is cookin'!

STEPHEN FROST
Reviews/Previews Editor

Likes: Fighting, Platform, Racing
Wrestling Name: The Swimmer
Favorite Finishing Move: To go along with my wrestling name, I have patented the deadly "Atomic Bellyflop." The only problem is that it hurts *me* a lot more than my opponent.





NOAH MASSEY
Strategy Editor

Likes: Racing, Shooters
Wrestling Name: Pastry Boy
Favorite Finishing Move: I'm known world wide for my lethal dough, which is also delicately sweet. When I've got my opponent in the "position", I do things with my pastry dough that cannot be printed here.

MAX EVERINGHAM
Japan Executive Editor

Likes: Action, Adventure, Racing
Wrestling Name: Jagged Edge
Favorite Finishing Move: I bow down low over my fallen opponent, adopt a Munch-like 'The Scream' pose and suck that loser's eyeballs out by way of a black hole created behind my mask. *Gochisosama!*





BILL DONOHUE
Managing Editor, King Kong Kaliber

What He Does: Takes aim at criminal spelling, illegal punctuation, and misguided sentence structure. Busts 'em!
Favorite Finishing Move: From a modified Weaver stance, a double tap to the head (right between the eyes, of course), usually stops most evildoers!
Bill's Quote of the Month:
"Suplex? I don't need no stinking suplex! I fight evil with science... the science of bad guys wetting their pants as they stare down the barrel of my gun!"



EUGENE WANG
Art Director, The Deadliner

What He Does: Silently suffers tardy projects until it is too late. Then, in a flurry of pizza, mylanta and caffeine, goes into design overdrive and creates art from shambles in the span of one night.
Favorite Finishing Move: We mentioned the pizza, didn't we? That, combined with his lactose intolerance, results in "The Olfactory Mangler"
Eug's Quote of the Month:
"Don't be late... your nose won't like me when you're late!!!"



GARY LIEW
Graphic Designer, The Scribbler

What He Does: Makes fantastic layouts for PSM. Studies the Dark Secrets of the ancient martial art, Kali Grafi.
Favorite Finishing Move: Drives the Pencils Of Death up the nostrils of his unfortunate opponents.
Gary's Quote of the Month:
"You are under my power. You will please to wait while I sharpen the Pencils Of Death, for you to die! Wait! Why are you running away? I remind you that you are under my power!"

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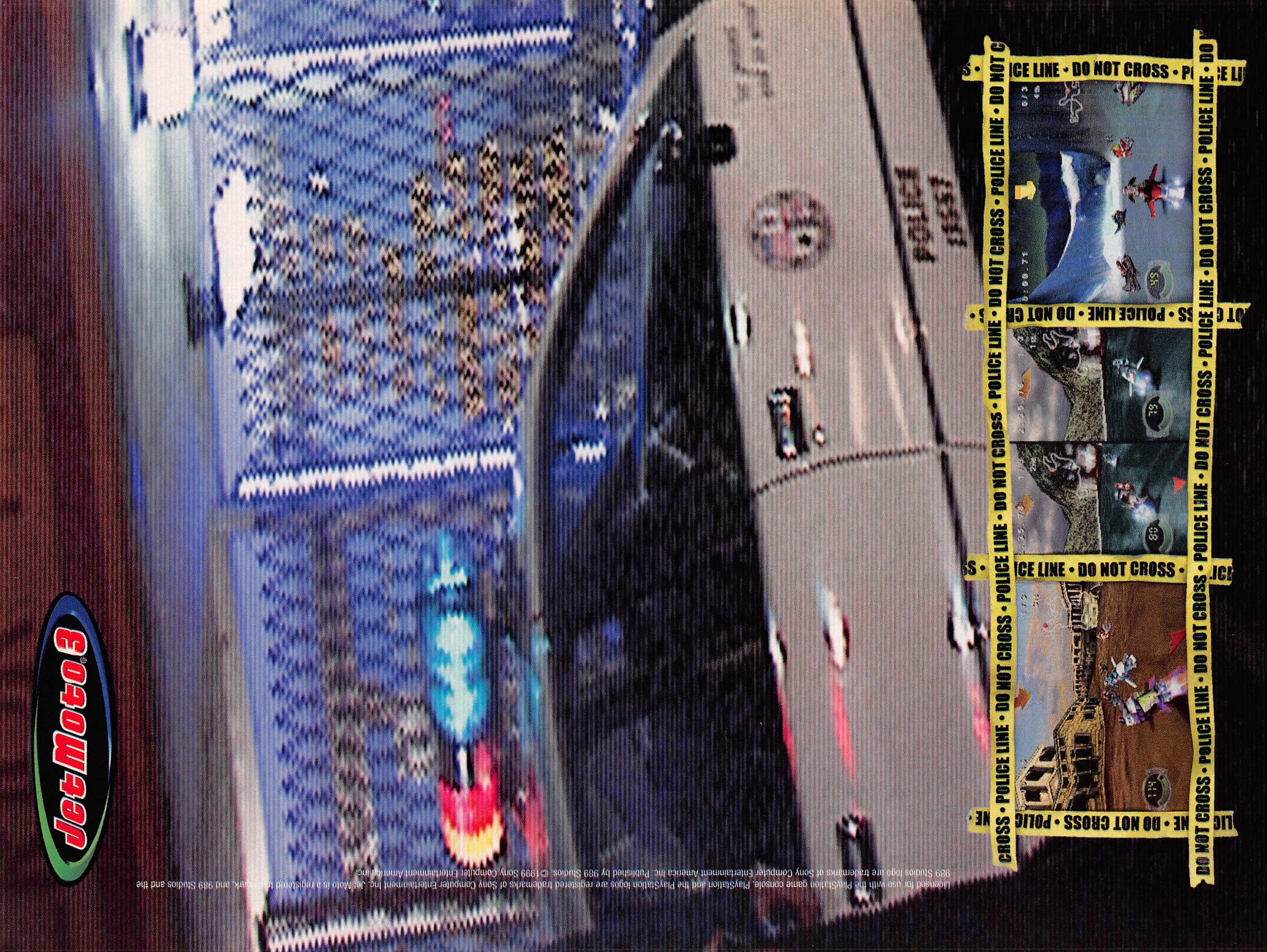
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THIS IS OUR PROMISE TO YOU, THE HARD-CORE PLAYSTATION GAMER, WHO DESERVES NOTHING LESS.


Jet Moto 3
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02:54:03
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Excessive Speeding 2:54 a.m.

Jet Moto racing is back. With an all-new 3D racing engine that delivers sharper graphics, faster speed and more adrenaline. Jostle and fight for position on 19 killer tracks and 11 insanely fast hover bikes. It's the wicked speed you've always wanted, without all the tickets.

The rush is back!

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ISSUE NUMBER 26
October 1999

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Dino Crisis

pg. 121



While *Dino Crisis* uses the same gameplay engine as the vastly popular *Resident Evil* series, there is much more to this exciting action thriller than a simple swapping of zombies for dinosaurs. Everything is far more based in science rather than the fantastic, making for a game that plays out more logically than its predecessor. It still has some tough spots, but thankfully, the PSM staff has provided you with the most complete strategy for one of the best games of the year.

Soul Reaver—part 2

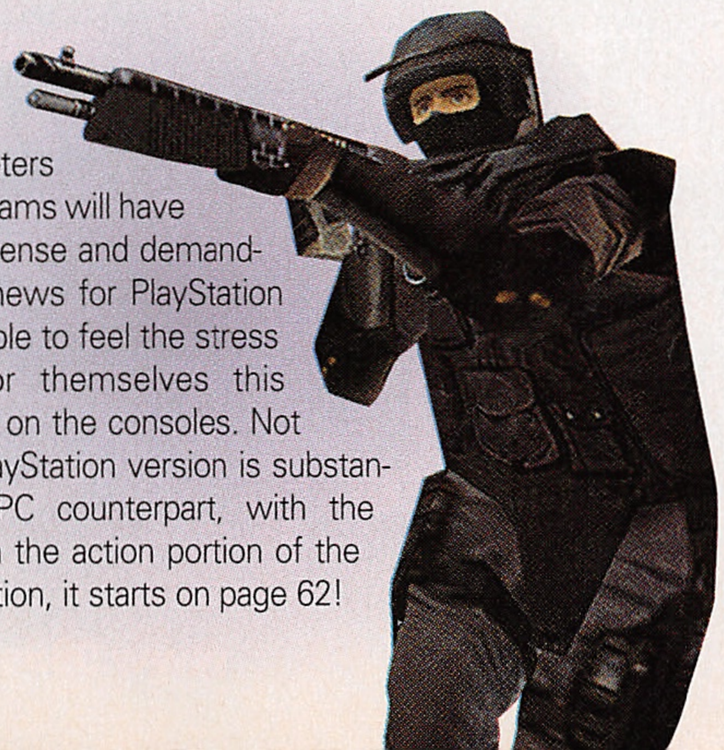
pg. 140



This game is so massive, there was no way we could fit it in one issue. We can't imagine someone completing the game without a little help, so for the second part, we've got all the goods on where to go to and what to do to finish the game, as well as the strategy for beating Kain himself. We've also included information on getting all the Glyph Spells. As in last issue's walkthrough, small details aren't explained, but everything you need to beat the game is here. Now it's time to finish this awesome game!

Rainbow 6

pg. 62



Anyone interested in shooters based on Special Forces teams will have heard of this fantastically tense and demanding PC game. The good news for PlayStation owners is that they'll be able to feel the stress of saving the world for themselves this November when it arrives on the consoles. Not that this is a port... the PlayStation version is substantially different from its PC counterpart, with the emphasis placed firmly on the action portion of the game. And speaking of action, it starts on page 62!

COVER STORY

FF VIII



Final Fantasy VIII is easily the deepest and most complex RPG ever. You could spend months just trying to discover all the secrets and side-quests that the game has to offer. To make things easier for you, we've come up with this resource guide that covers the two coolest aspects of the game: Guardian Force and the Triple Triad. We decided not to do the standard walkthrough strategy guide, because we wouldn't want to spoil any of the adventure for you. Good luck!

pg. 105

Tomb Raider 4

pg. 67

Last month we broke the story on Lara's latest adventure, so we figured this month we'd better get some follow-up coverage in, before you come over and lay the smack down on our candy-asses! We've got even more stuff on Lara's latest adventure, so what are you waiting for? Get your ass over to page 67 right away!

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MAIN MENU



monitor

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The latest codes for all you addicts

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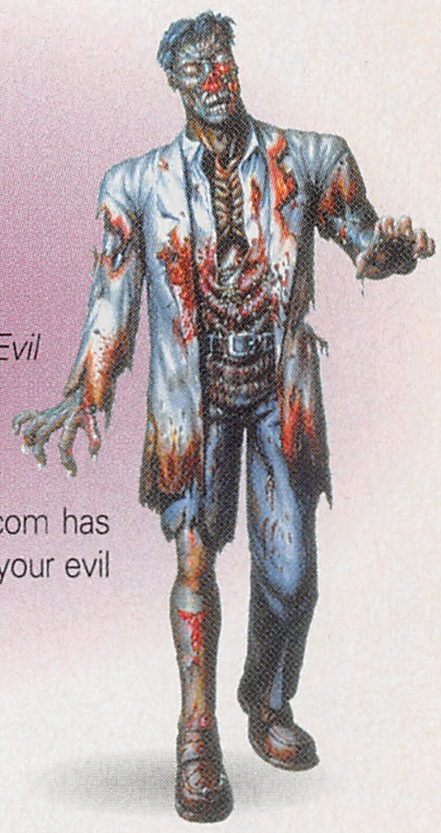
A sneak-peek at what's gonna be hot for next month

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Resident Evil 3: Nemesis

pg. 73



Last issue, we gave a general overview of *Resident Evil 3*, but weren't able to go into much detail. Since then, we've received a playable Japanese version of the game and are now able to talk a little more about how it actually plays, as well as what new features Capcom has come up with. So if you're slightly out of touch with your evil side, crawl over to page 73 and get zombified!

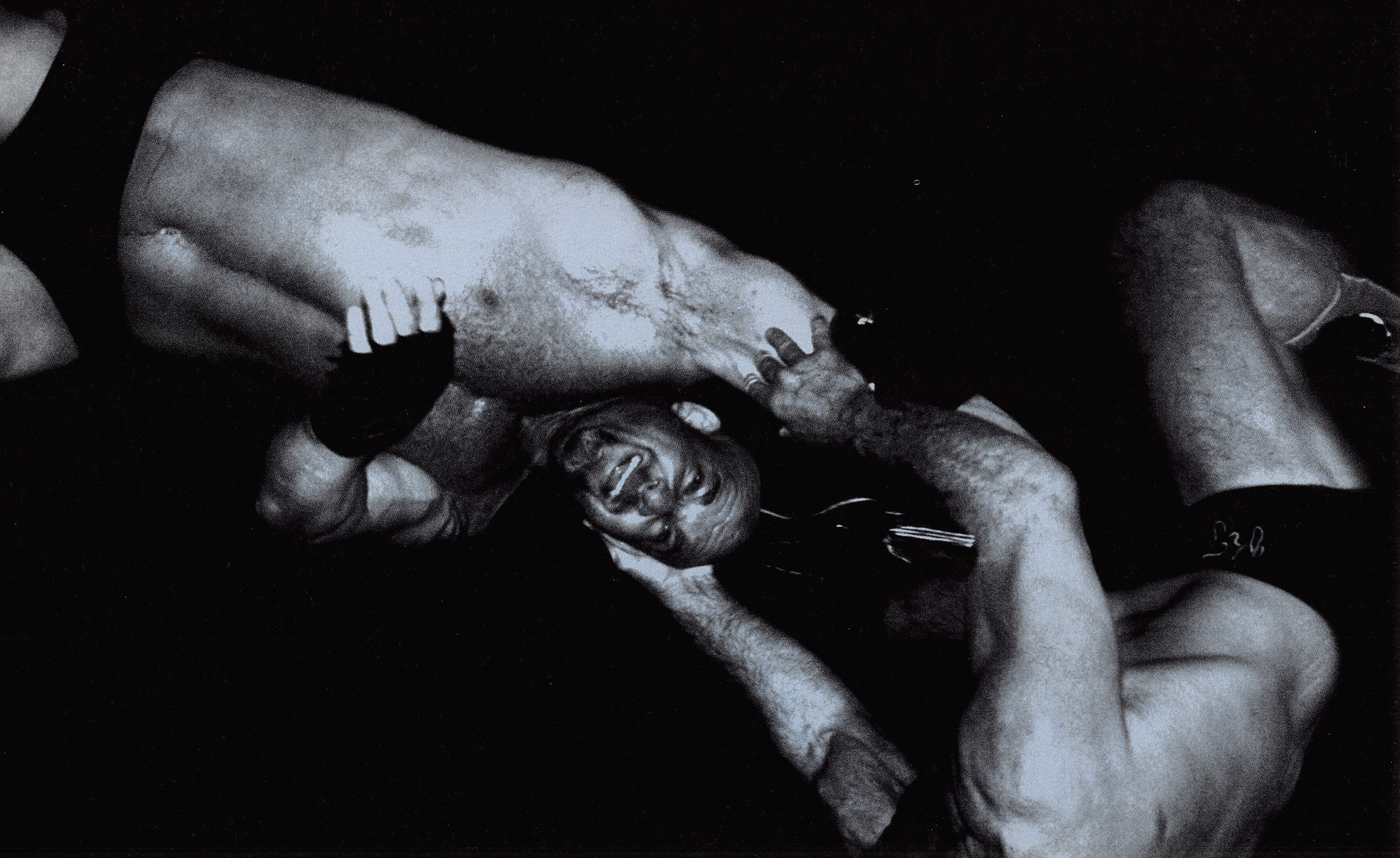
Fighting Force 2

pg. 77



Once a perfectly respectable *Double Dragon*-style fighting game, *Fighting Force* has metamorphosed into something that could best be described as a prettier, more action-packed *Tomb Raider*. If the level design and gameplay matches up to the game's initial promise, this might well prove to be one of the best games of 1999—no exaggeration. You can check it all out on page 77.

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MONITOR

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These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

BIG Final Fantasy Movie News

Huge update on the cast, the story, and more

As we briefly mentioned in last month's notes, Columbia Pictures has finally revealed the official cast of the upcoming *Final Fantasy* motion picture (check below for the full cast info). However, Columbia has yet to reveal details about the script or characters.



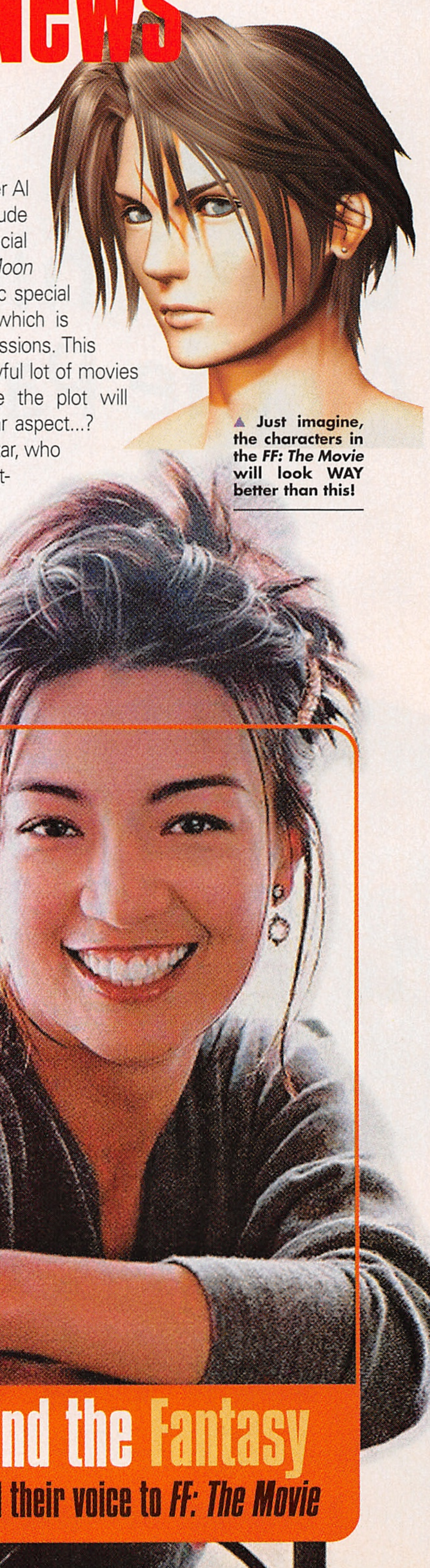
Michelle Yeoh *(Tomorrow Never Dies)* and Anna Wu (loads of Jackie Chan movies, including *Police Story 4)* have also been rumored to be in, but again, no mention of what characters they will play.

Though details of the plot are scarce, there are a few things that we do know (we *think*). The movie is apparently set on Earth, whereas all *Final Fantasy* games up until now have been set on alternate worlds. The movie will take place in the year 2065, and rumor has it that it involves an alien onslaught and an attempted escape from Earth. Sounds epic!

Columbia Pictures President Amy Pascal said, "With its futuristic special effects using state-of-the-art digital technology, *Final Fantasy* is one of the most exciting projects on our horizon. I am thrilled to bring such top-notch acting talent to the project." The voice recording for the film is currently underway in Los Angeles and is under the helm of Jack Fletcher, who worked on *Kiki's Delivery Service* and *Black Mask*. The animation is being done in Square's swanky Honolulu office, under the direction of president Hironobu Sakaguchi.

Although the story is the creation of Hironobu Sakaguchi of Square, he was apparently helped by writer Al Reinert who's credits include *Apollo 13*, the HBO special *From the Earth to the Moon* and a National Geographic special called *For All Mankind,* which is about the Apollo moon missions. This guy seems to write an awful lot of movies about the moon—maybe the plot will include some sort of lunar aspect...?

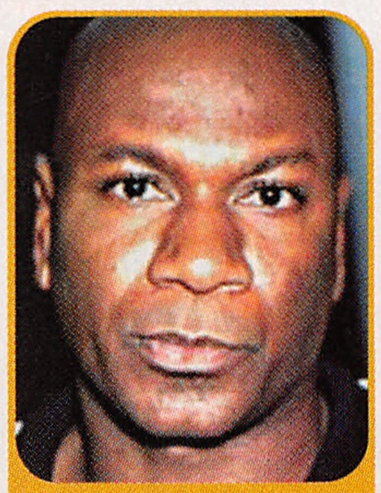
The script is by Jeff Vintar, who is also reported to be writing a *Iron Man* movie. At an estimated cost of $70 million, this ought to loom large on 2001's movie horizon. We just can't wait that long!



▲ **Just imagine, the characters in the *FF: The Movie* will look WAY better than this!**

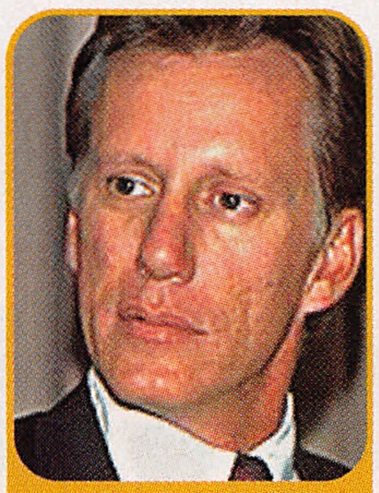
Faces Behind the Fantasy

Actors who will lend their voice to *FF: The Movie*



ving rhames

Pulp Fiction, Con Air, Mission Impossible



james woods

The General's Daughter, John Carpenter's Vampires

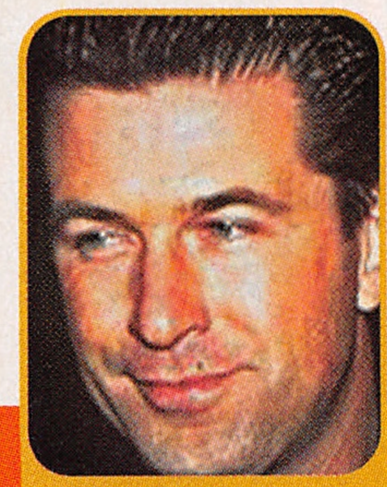


steve buscemi

Fargo, Con Air, Resevoir Dogs, Armageddon

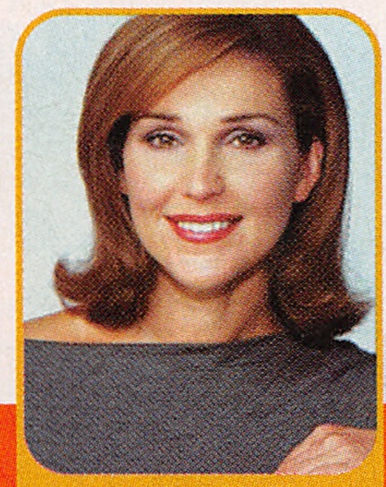
ming-na wen

Mulan (voice of Mulan), The Single Guy (TV), Street Fighter: The Movie (she was Chun-Li!), The Joy Luck Club, Spawn (TV animation, voice of Lisa Woo), PLUS several appearances on TV's ER (as Deborah Chen), and she played the "Royal Trumpateer" on Mister Roger's Neighborhood.



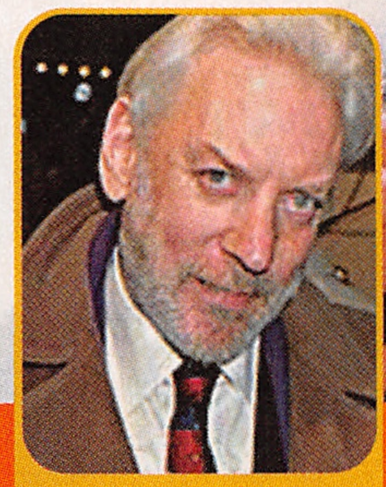
alec baldwin

The Shadow, The Hunt for Red October



peri gilpin

Frasier (TV), Hercules (TV, animated), Spring Forward



donald sutherland

Backdraft, Outbreak, JFK

Portable PlayStation

Sources say it's well underway, and could hit soon



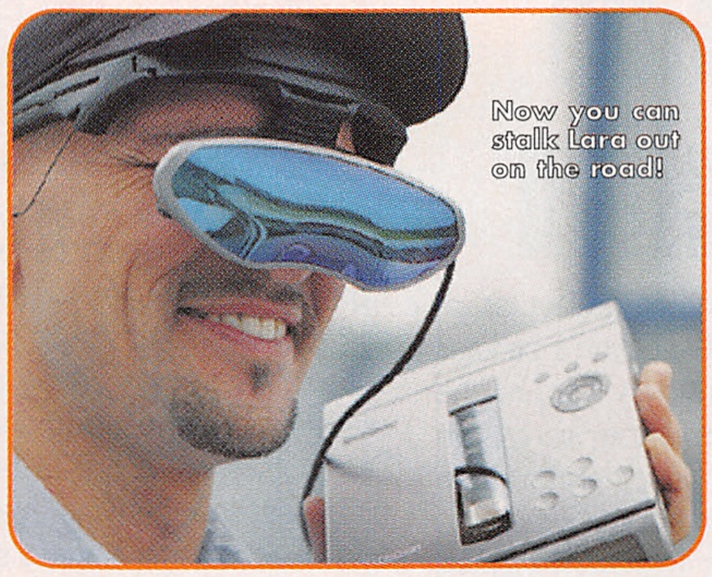
◀ This is Sony's portable DVD player, which could be a good indication of what form a portable PlayStation might take. Just flip up the LCD screen and plug in a pad!

We have recieved word from very reliable sources that a portable PlayStation is well underway! This is incredibly exciting news, as it would add even more functionality and coolness to the PlayStation "family", joining the PS1 and 2.

Our sources say that the unit could closely resemble Sony's own portable DVD player, which is just a little larger than a standard Discman, and comes complete with flip-up LCD screen for full-color display. Just plug in a standard pad, and play!

There would be problems, though. Battery life on these units only lasts a few hours, and technology like this is fairly pricey. We couldn't see Sony putting this out under $200, at least (this DVD model goes for around $600). We'll let you know more just as soon as we hear it!

▼ Sony could consider other options, like glasses in the place of a flip-up LCD screen. Of course, if you saw yourself in these, you'd have to beat your own ass.

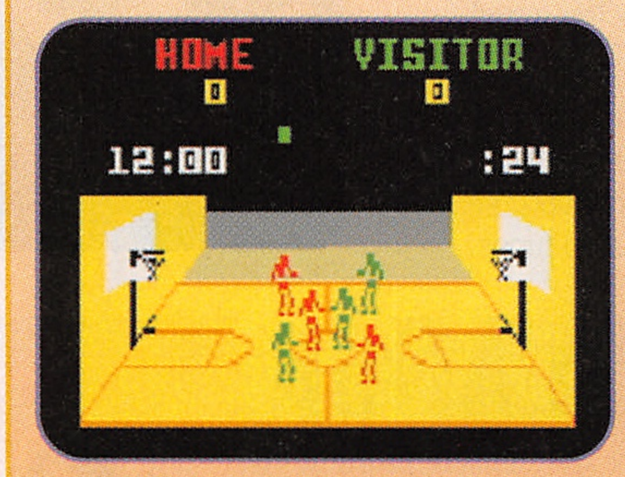


Now you can stalk Lara out on the road!

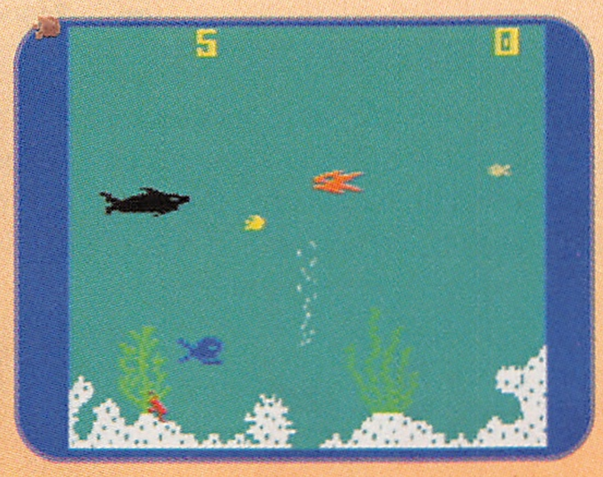
Intellivision Returns

Activision readies PlayStation's craziest emulator yet

The *Intellivision Classics* title from Activision not only emulates the ancient Intellivision games console, but 30 of its games, to boot. Here's the full list: *Armor Battle, Astro Smash, Auto Racing, Baseball, Basketball, Boxing, Buzz Bombers, Chess, Football, Frog Bog, Golf, Hockey, Motocross, Night Stalker, Pinball, Sea Battle, Shark! Shark!, Skiing, Snafu, Soccer, Space Armada, Space Battle, Space Hawk, Spiker! Super Pro Volley Ball, Stadium Mud Buggies, Star Strike, Sub Hunt, Super Pro Decathlon, Tennis* and one more title still to be determined. Might we suggest the voice synthesizer-enabled *B-17 Bomber?* Until the title's September/October release, you'll just have to feast your eyes on these incredible (tee-hee) graphics.



▲ Just think—back in the day, the graphics in *Basketball* just blew people's minds.



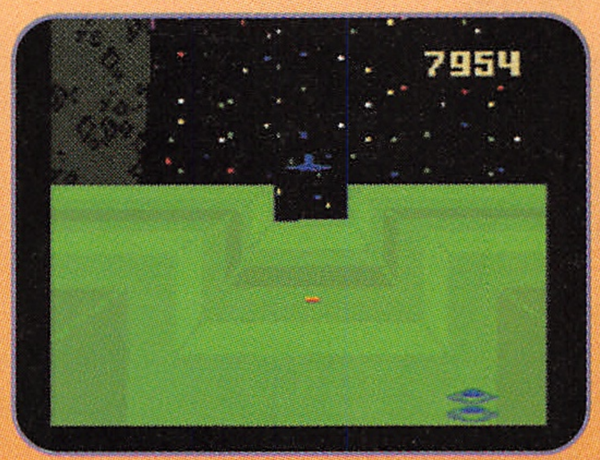
▲ Why hasn't anyone taken *Shark! Shark!* and updated it for today's gamers?



▲ Remember when all it took to make a hit game was space stuff? *Astrosmash* does.



▲ A million years ago, Intellivision sports games were the best. Here's *Baseball.*



▲ Finally, can the PlayStation alone handle the awesome graphics of *Star Strike*?

The Rabbit Didn't Die

Jumping Flash 3 is finally on the way

Leaping back into the spotlight after a two-year hiatus is Robbit, the robot rabbit from *Jumping Flash 1* and *2*. The first game debuted just after the PlayStation's launch, and featured innovative and vertigo-inducing gameplay. *Jumping Flash 3* is scheduled to hit Japan on October 14th, and will feature improved graphics and a much bigger world. The game concept has been expanded, but will still use super-high first-person perspective jumps, where you look down at your feet to guide Robbit to a safe landing. And yes, the MuuMuu's are back!

The game will probably be released in the US in 2000, although Sony had no comment at press time. The game will be Dual Shock compatible, and will have special PocketStation features (in Japan, at least). Glad to have you back, Robbit!



▼ Watch out, Baron Aloha—the bunny is back on patrol.

NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

EA and Sony have filed a lawsuit against a major Internet pirate ring that has allegedly been uploading, trading and distributing pirated software. US Marshals and lawyers for Sony and EA recently conducted a raid and impounded evidence at the location of the group known as The Paradigm. During the bust, a computer, hard drives, CDs and other items related to a piracy operation were impounded.

Infogrames announced its Holiday 99 lineup, and it's filled with racers and licenses. *Demolition Racer* follows in *Destruction Derby's* footsteps, *Test Drive 6* is, remarkably enough, the sequel to *Test Drive 5* (formerly from Accolade). *Test Drive Off Road 3* is pretty self-explanatory, and the series has been expanded to include *Test Drive Cycles, Test Drive Rally* and *Test Drive Le Mans*. We hope no one gets, *ahem*, testy. *Mission Impossible* finally sees the light of day on PlayStation and is backed up by a flight sim, *Eagle One,* along with *Alone in the Dark 4, Time Loop* and *Smurfs.* Them's a lot of games!

Driver, the red-hot racer from GT, has shipped over a million copies worldwide and is absolutely flying off the shelves. How many copies is a million? To give you an idea of the scale, if a million copies of *Driver* fell on your head, you'd be killed instantly and turned into a dark maroon paste.

GT will release the soundtrack of *Duke Nukem: A Time to Kill.* The soundtrack will be called *Duke Nukem: Music to Score By* and will feature the lilting ballads by bands like Megadeth, Wu-Tang Clan and Slayer.

Koei's Japanese RPG *Zill O'll* is sadly no longer headed to the US. The game, which was unveiled at last year's Tokyo Game Show, will not be released in this territory, even though it has a cool name. The game will, however, appear as scheduled in Japan in October.

RUMORS

You want more than the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Look no further, because PSM always has its ear to the wall...

Driver Revs Up for More Action

If you read our review of the game last issue, you know we're gaga for Reflection's bad-ass getaway car 'simulation', *Driver*. So when word hit the office that a sequel to the game is in the works, we were every bit as excited as you'll undoubtedly be when you read this. Publisher GT Interactive is mum on the project, so we can't be certain what improvements will be made or when the game will be released. Rumor mill rumblings have it that the game will be ready next spring, and will in fact appear on the current generation PlayStation—although an even newer installment of the franchise is undoubtedly in the cards for Sony's next-generation hardware. Keep those fingers crossed, and your driving gloves velcroed.



◀ ***Driver's* sequel could be hitting the streets as soon as next Spring, and on the standard PlayStation, no less.**

Square Dancing

Parappa the Rapper and the Bust-a-Groove crew are evidently due for some competition—but who would have thought it would come from the *Final Fantasy* wizards at Square? In the latest move to diversify its once role-playing heavy cache of console titles, the gaming powerhouse is reportedly readying a new dancing and rhythm title, initially for Japan, that will combine elements from its popular predecessors—perhaps even throwing in a little "digital DJ" action a la Konami's *Beatmania.* Word has it that the game will debut overseas before the year is out. Look for Chibi-Chan to have some more info in a forthcoming edition of Nihon Game Otaku.

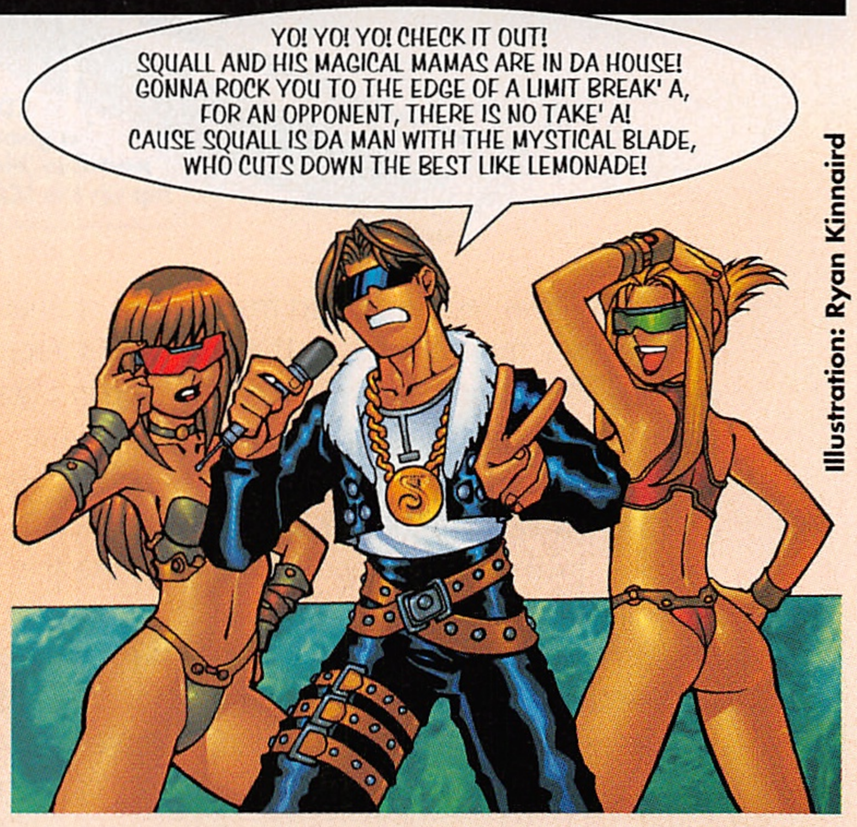
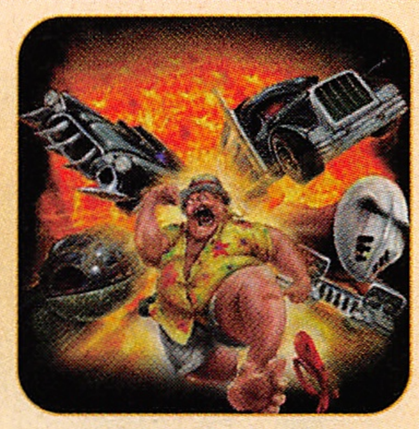


Illustration: Ryan Kinnaird

▲ **Squall rapping and break-dancing? Maybe not, but Square's rumored dancing game is sure to be unique.**

Rogue Trip 2?

▶ **Loads of new cars, courses, and weapons are just some of the new features being tossed around for SingleTrac's *Rogue Trip* sequel.**



SingleTrac's *Twisted Metal* play-alike, *Rogue Trip,* is rumored to receive a sequel before the year is out. Our spies tell us to expect a slew of new cars, weapons, and courses to be thrown into the mix, not to mention the possibility of super-crisp, high-resolution graphics, and lots of ska-infused tunes.

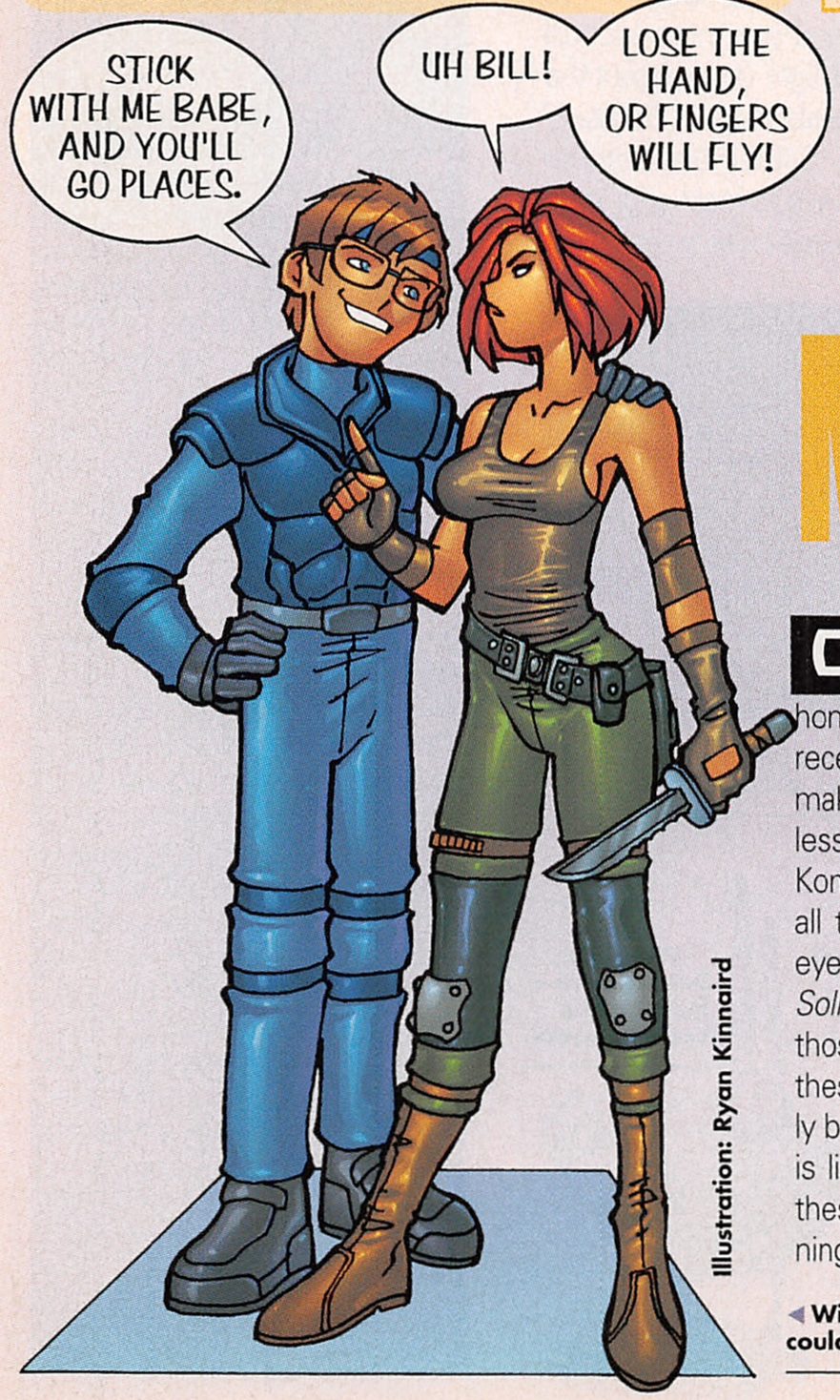


Illustration: Ryan Kinnaird

Konami & Microsoft?

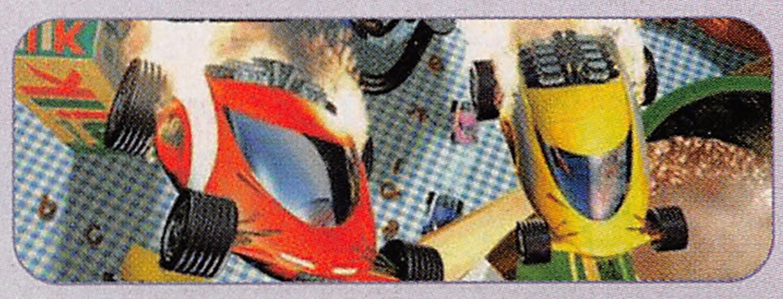
One of the fastest emerging trends in the PlayStation universe is the porting of popular home computer games to our favorite console, most recently illustrated by Redstorm's *Rainbow Six*. Titles making the reverse trip—from PlayStation to PC—are less common, but a rumored agreement between Konami and computing giant Microsoft aims to change all that. According to numerous reports, Microsoft is eyeing two of PlayStation's biggest games, *Metal Gear Solid* and *Silent Hill*, for PC release later this year. For those of you who've already blasted through both of these games, the home computer version will evidently boast greatly improved visuals, and *Metal Gear Solid* is likely to add Internet-based multiplayer missions. If these rumors hold true, you may see both games running on a computer monitor before the year is out.

◀ **With *Metal Gear Solid* and *Silent Hill* headed for the PC, could Bill Gates become synonymous with otaku?**

Life After Micro Machines

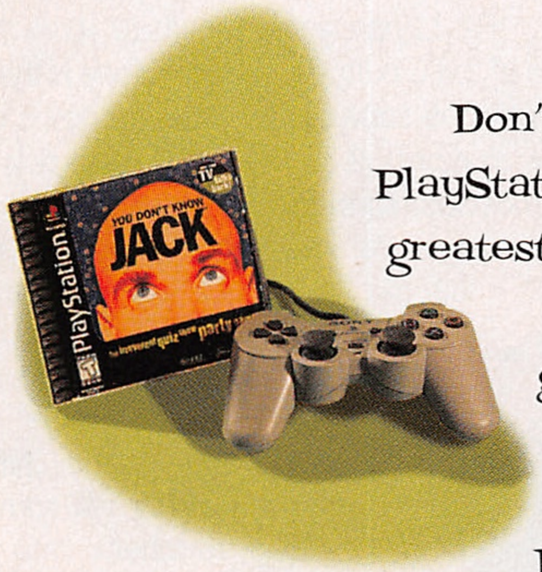


Codemasters, the zany British development house behind the classic miniaturized racing game *Micro Machines,* is said to be hard at work on a brand new micro title from the series' creator, Andrew Graham. Rumor suggests that the game will revolve around pint-sized warriors waging living room combat instead of tiny sports cars racing around tabletops and sandboxes. Codemasters has recently signed a US publishing deal with Activision, so when (and if) this game surfaces, its chances of seeing release Stateside should be better than ever. Of course, you can expect more info on the game in future issues.



▲ **Say goodbye to tiny cars. Although *Micro Machines* will see a true sequel on PlayStation, the next game from its creator will focus on action movie-like antics.**

Dave underestimated the party guests' hatred of charades.



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If only he'd suggested YOU DON'T KNOW JACK.

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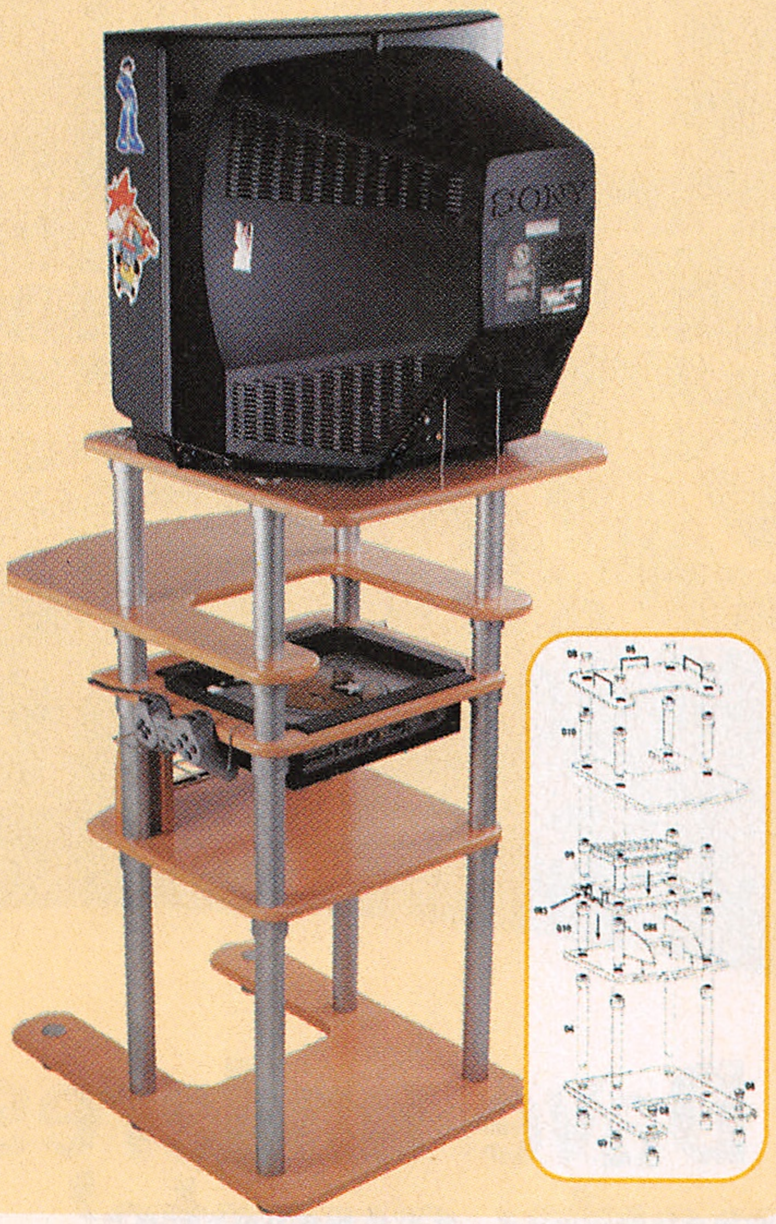
PERIPHERALS

This is the the place to get THE expert opinion on the latest peripherals. All hardware gets the full rundown from the entire PSM staff, making this the most reliable source for making your next purchasing decision.

HOME ARCADE SYSTEM
BLAZE • Available Now • $79.99

The Home Arcade System is the nicest piece of furniture ever designed for the PlayStation. It is also the easiest piece of furniture we've ever had to assemble. Absolutely no tools are required. There aren't even any small parts and the thing is made from nicely finished wood. The beauty of the design is that the different layers are held together by silver plastic tubing of different sizes that you screw together. Even cooler is how this design is completely adjustable, allowing you to create your own custom Home Arcade System to fit your individual needs. You don't have to make what's on the box. When you do build it, you have a nice surface for a steering wheel or Joystick, a slot in the bottom to hold foot peddles and two small racks on either side for holding your controllers. There's even space for some games and the top shelf can hold a TV as large as 21 inches, although 19 inch TVs fit within the provided adjustable railings that help to keep it from tipping over. Our only complaint is in regards to the little tray you're supposed to put your game system in, as it only has holes to let the controllers come out and space for the cords in the back. This is a sure fire way to overheat your PlayStation—if only the tray was a wire basket instead. There are plenty of other places to set the PlayStation, or you could cut air-holes in the tray like we did. We would not hesitate to use one of these in our own homes. To find out how to get one check www.blaze-gear.com.

RATING: ★★★★★



PRO RACING GRIP
BLAZE • Available Now • $29.99

There's already an assortment of these handheld RC-type controllers available, but what makes the Pro Racing Grip different? First, it vibrates with all games that feature vibration. Unfortunately, the Dual Shock effect of the Pro Racing Grip has only one discernible frequency of vibration, which is strong, but also tends to rattle. As a plus, it has multiple settings for compatibility with games that use digital, dual analog and Namco's NegCon controller. Another bonus is that it is the only controller of this kind that features the wheel on both sides of the unit for both lefties and righties. The lack of any significant turning radius on the wheel is a hindrance, however. Below the wheel are two triggers, one for gas, which is somewhat loose and has a large degree of motion, and a tighter brake trigger. There is a D-pad on the top of the base for navigating menus and every button on a normal controller is represented on its face. This controller is decent, with some useful innovations, but some out of balance key ingredients keep this controller from getting a high score in our book.

RATING: ★★★



SUPER GB BOOSTER
INNOVATION • Available Now • $TBD

It doesn't really work all that well, but the Super GB Booster is supposed to let you play regular and color Gameboy games on your PlayStation through a GameShark-like device that plugs into the Parallel I/O on the back of your console. We managed to get some older games to work, but not a single new color Gameboy game or any of the new rumble pack games would work. When it did work, we could pick from two different screen sizes and select different border patterns. There is a game, *Rebound*, that comes inside the device as a part of its wiring, which is mildly entertaining for about five or six minutes. You can also use it as a Gameboy GameShark-type device to hack your own codes. Another disadvantage is that you get no sound from your Gameboy games, but you can use the PlayStation's internal CD player to play your own tunes from the Booster's menu screen. To be honest, we don't really see a huge market for this thing; besides, this is defnitely one of those items that will be hard to find, anyway.

RATING: ★★



UNIVERSAL ROCKER CONTROLLER
NAKI • Available Now • $29.99

We've seen this controller before and it only received an average rating in our original analysis, but a new version of Naki's standard dual vibration analog controller has been released upon us. It retains every feature of the original, which includes the useless, but typical, Slo-mo and turbo modes. It also features a disc shaped d-pad, but other than being a bit larger, it shares basically the same basic shape as its Sony counterpart. This gamepad is for people who own both a PlayStation and Nintendo 64 and think that the design of the dual shock PlayStation controller is far superior to the Nintendo's controller design, since you can plug this thing into either system. Of course, the Nintendo controller has one more button than the Sony, which makes for remapping the action buttons kind of a dilemma. This is Naki's solution. X and square represent the A and B buttons and R2, L2, circle and triangle all serve the functions of the C buttons. The weird one is the Z button, which is activated by pressing down on the left analog stick (L3). This is the main downfall, as most Nintendo games use the Z button for something important, like firing or as the gas or brake. You may have already been able to tell that the L3 button can often be tough to press accurately, which makes it unwieldy for many N64 games. This is still something to check into if you've ever wished you could use your PlayStation controller for a particular N64 game.

RATING: ★★★1/2



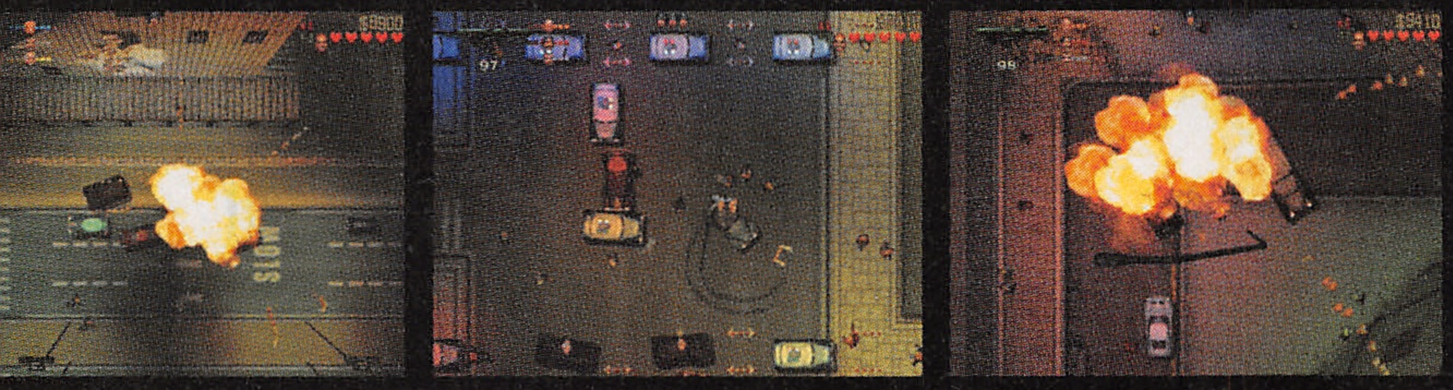
In our August Issue, we reviewed the Pro Shock Arcade and mistakenly reported that the product is made by a company called Innovation. The Pro Shock Arcade is actually made by Blaze. We are sorry for any confusion.

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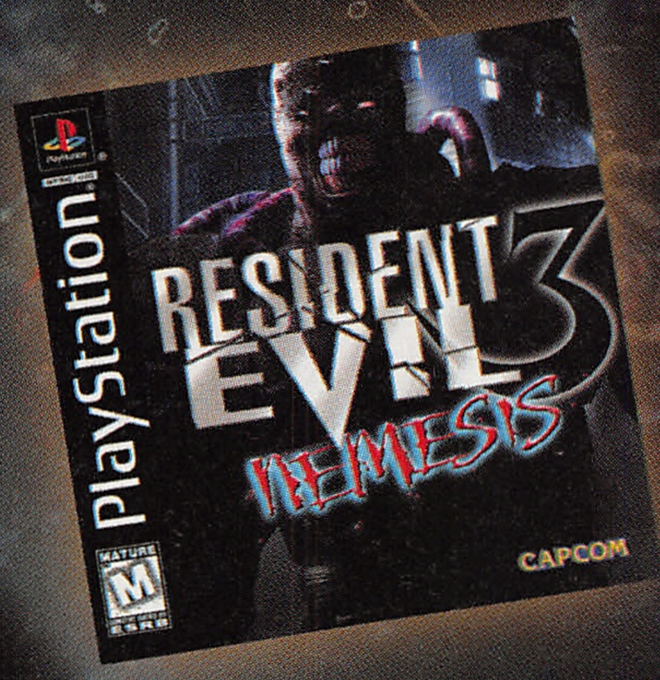
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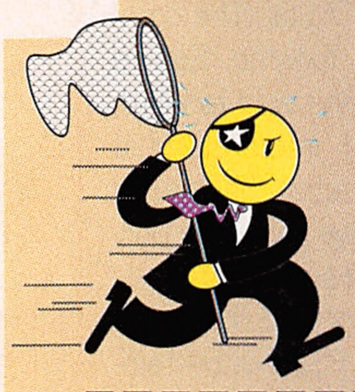
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UGO

Chasing the PlayStation 2



Welcome to our exciting new section, where every month we'll break all the latest news on Sony's next system. This is THE premier source for PS2 info!

PlayStation 2 Launch Details Confirmed?

New Financial Report Tips Sony's Hand

As this issue goes to press, we are only about one month away from the Autumn Tokyo Game Show (TGS), where Sony will reveal a majority of its plans for the PlayStation 2. Anxious to hear what Sony will say, the industry is buzzing with gossip and speculation about the next-generation console. What will it cost? When will it be released? How many games will there be at launch? What will the thing *look* like?

To add further excitement to everything, Merrill Lynch, a financial analyst company, has just released a report about Sony. In it, the company reveals that the PlayStation 2 will be released on January 1, 2000 for a cost of Y45,000 ($391). The report goes on to reveal several other interesting bits of information about the console's launch. There will be three or four actual PS2 titles available, as well as six or seven "upgraded" PlayStation titles, all of which will retail for around Y8,000 ($70) each. (PSM feels that the next *Gran Turismo* and *Final Fantasy VIII* are strong candidates to be two of those upgraded titles.)

While this is an official report from a very respectable company, we here at PSM have to disagree with some of the information revealed, specifically the cost of the console and the games. Speaking with several prominent developers and industry insiders, PSM has determined that the console will cost no more than $300 and could possibly go for as low as $250 when it hits the Japanese stores. Also, Sony has been saying all along that PS2 games will cost almost exactly the same amount as standard PlayStation ones. That means that prices of $45-50 seem very feasible, especially when you consider that the first batch of titles will probably be released on standard CD-Roms instead of the more expensive DVDs.

Who's right? No one except Sony knows right now. Come this September, though, things will hopefully be a lot clearer. And as you would expect, PSM will be at front-row center when Sony finally does decide to spill the proverbial "beans" next month in Tokyo. It's just 30 short days until our next issue, and it should be our most spectacular one ever!



▲ **Merrill Lynch may be bullish on America, but they could be full of bull about some of their Sony PlayStation 2 facts. They could never get a job here... Well, janitor maybe...**

Sony Confirms: No DVD Movies or Modem

At least, not at the system's Japanese launch

In a recent stroke of bad news, Sony has revealed that the PlayStation 2 will not come with a modem, and quite possibly will lack DVD movie playback as well. In a recent interview, Phil Harrison (Sony's Vice president of third-party and R&D) commented that the PS2 would not include a modem because current modem technology would be outdated shortly after the console's release date. Sony wants to be able to provide consumers with several different options when it comes to online connectivity. Those of us who merely want to browse the web from time to time or just check email could just go out and buy a cheap modem, while those gamers who are hardcore and want the best possible connection will be able to pick up a more expensive Cable or DSL type modem. This could be a smart decision if Sony is able to still get developers to include multiplayer support in their games.

It will be interesting to see, however, if the non-inclusion of the modem will have any negative effect on the sales of the PS2, especially when you consider that the Dreamcast is cheaper and does feature a 56K modem. Only time will tell.

As far as the ability to play back DVD movies goes, it doesn't look like the PS2 will have that feature either, at least initially. In order to keep the overall cost of the console down, it seems Sony has opted to release the DVD movie interface as a separate component that should be available about one year after the console's launch. While disheartening to a lot of gamers, lack of DVD movie support won't make or break the system. In fact, it proves that Sony is definitely aiming to make the PlayStation 2 just a gaming machine at the start, and not an all-in-one entertainment system—that will probably come later.



Eye Candy — The Big-Ass PS2 Screen of the Month



Koei's Beautiful *Kessen*



▲ Are these the PlayStation 2 peripherals of the future? Only Sony knows for sure...

PS2: The Latest Information

Talking with some of our sources in the industry, we've found out some rather interesting tidbits about the next-generation PlayStation. Obviously, we can't confirm any of these facts or say that they are definitely going to happen, but we thought we would go ahead and print them anyway. There is a good chance that Sony will confirm at least a few of them at this year's Tokyo Game Show.

There will be a new PocketStation

It appears that Sony has completely redesigned the PocketStation, improving the battery life and screen resolution. The "PocketStation 2" should be available for purchase about 3-4 months after the PS2's launch and will definitely be coming to the U.S.

The PS2 will look a bit like Sega's Dreamcast

While a lot of rumors about the PS2's design have been circulating around the net, the latest one has the console looking a bit like the Dreamcast, but more computer-like. Imagine a PC shrunk down to about 1/3 its size and that's what sources are saying the PS2 may look like.

New Memory Cards will be released

Along with the PocketStation 2, a new type of Memory Card will be introduced to the gaming public. It will be able to hold a lot more save data than the standard PS memory cards, but will plug into the same kind of slot. That way, you can use both types of cards on the machine.

Sony's Dual Shock Analog pad will be the standard PlayStation 2 controller

Confirmed by Sony's own Phil Harrison, the Dual Shock controller will be the pack-in controller for the PS2. There will be a few minor cosmetic changes made to it, but the overall design of the controller will remain the same. There is also a chance that a new controller will be released later on.

At least sixteen American companies are already working on games

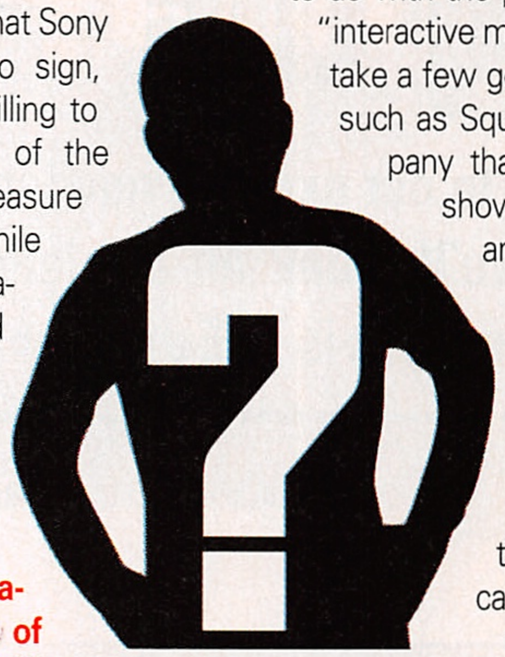
It looks like at least sixteen different American companies are already well into development on PS2 titles. Sony has asked a few of the companies, such as Acclaim, to have games finished in time for the console's U.S. launch around September 2000.

Sony to create digital camera for PS2

Already a market leader in the digital camera market, Sony plans to introduce a special digital camera that will interface with the PlayStation 2. A possible use for the camera includes importing your image into a game, so you can play as yourself.

Secret Developer Talks PlayStation 2

Despite the iron-clad NDAs (Non-Disclosure Agreements) that Sony has forced developers to sign, many of them are still willing to talk about at least a few aspects of the PlayStation 2. PSM recently had the pleasure of speaking to one such developer. While we can't reveal his name or the company he works for, our mystery guest did reveal several interesting tidbits about the console, as well as share his opinions about what it will do for the videogames industry.



▲ Just who is our PlayStation 2 Mystery Man? Well, he's...um... mysterious! That's all we know!

PSM: Have you heard any information regarding the possible design of the PlayStation 2? Sources have told us different things, but we wanted see if you have heard of anything new...

A: Ha ha, this is part of the information Sony is tightly guarding. As of now, I think Sony has been showing only the development system around—just a piece of PCB. However, I have heard from a certain friend at Sony that the machine will be very slimlined and very tiny. My guess is that it will have a purple/ silver/ dark grey color scheme—like the Sony VAIO notebooks—or it'll just be plain grey again.

PSM: How powerful do you think this console really is? How long do you think it will take for home computers to catch back up?

A: I'll answer the second question first. I expect the PC to catch up with the PlayStation 2 in around two years, and that's just the top range of PCs. It may take up to 3 years for the average home PC to match the performance of PS2.

As for the power, well, if Sony is telling the truth—and I have reason to believe that they are telling the truth, then it is just a step below from being infinitely powerful—a figure of speech of course, since I felt the same way for the original PlayStation when it first came out.

It certainly is a true "next" generation machine, unlike the Dreamcast. It is very, *very* powerful, and I can't stress that enough. We are talking about powers that really can display FMV quality. Not to mention that the Emotion Engine is a chunky piece of CPU that'll allow very complex game structure and clever AI as well as detailed physical modeling.

PSM: How are development times? I know most companies have large teams working on games, but how long do you think a general, average game will take to create from start to finish?

A: Once the developers get used to the machine, it will not take much longer than most of today's PC games. Of course, overall, development time is becoming longer and longer. However, I'm willing to bet that the finalized PS2 library will make things much smoother and fast. Another advantage is that a company that programmed on the PlayStation can easily migrate to PS2, since they can virtually re-use their PlayStation code, or just code in the old PS1 way, and still benefit from stunning graphics and sound. Of course, if they do that, they won't take advantage of the PS2's more unique features (much like the first crop of CD titles didn't really take advantage of CD at all), but it's an option never the less. Like I said, I think the problem is that the PS2 is so powerful, the development teams won't know what to do with the power—remember those horrible "interactive movies" on the first CD games? It'll take a few good samples from top companies such as Square, Polyphony Digital (The company that created *Gran Turismo* -Ed.) to show everyone else the way forward, and that's how I interpret what Square's Hironobu Sakaguchi meant when he said that only five companies can properly write games for PS2. He didn't mean that the PS2 will be terribly difficult to program for, just that it takes a grand vision and careful gameplay design to realize the potential of console.

PSM: Once people get comfortable, what do you think development times will be like?

A: 1.5 years for an arcade title, and 2~2.5 years for more complex games.

PSM: Can you give us your fully-honest thoughts on the console?

A: I think it'll bring another revolution to the games industry, much like first PlayStation did. However, this time, the revolution will be in a much smaller scale than the last time.

PSM: What is truly great about the console, in your opinion?

A: The power. This machine lives up to its claim as a next generation system, while I feel that the Dreamcast is only a half-hearted attempt.

The reputation. Our company decides to program for it even before the official announcement, simply due to the success of the first PlayStation, while we are not developing for the Dreamcast. And I'm sure a lot of other companies will feel the same.

The Emotion Engine CPU is a beautiful thing and will allow new horizons to be explored in game design.

The ports. The PCMCIA, firewire and USB literally means this machine will already have thousands of peripherals even before its launch. This makes it the most expandable machine to this day, second only to the PC.

PSM: What is bad about the console?

A: The power—I'm being cheeky here, but if Sony said to me, "you can have any demand to make the ultimate console ever!" then I would probably pick a few more points. For example, I 'd love to have a true polygon draw rate of 50+ million. That would allow you to create Star Wars: Episode 1 visuals on a console—just a dream, but now I predict that by PlayStation 3, we can have better performance than even that!

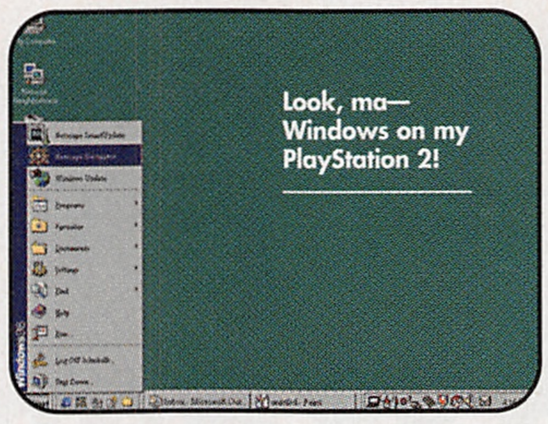
The launch time—I can't wait! Sony could have made a simultaneous Japan and US launch, and that would have really hurt the DC... (Although I'm hoping that the DC succeeds, as well).

PSM: Well, that's all our questions for now. Thanks so much for taking the time to talk to us—we'll give you another ring after Fall TGS!

PC Emulation On The PS2?

Within the past few months, emulation has gone from something that is merely discussed at high-end computer club meetings to full-fledged consumer products that you can buy off the shelf. And with the recent legal battle between Sony and Bleem heating up, emulation has become an even more popular topic to discuss. Everyone seems to be getting into it.

Typically, though, emulation is done on a computer. For example, Bleem is a PlayStation emulator that runs on the PC. However, one creative person by the name of Mike Tedder is breaking the mold and actually writing a PC emulator that will run on the PlayStation 2! Currently, the project is in its early stages, but Mike hopes to be quite a ways along by the time the PS2 actually launches in the U.S.



▶ **Emulators like Bleem! are allowing gamers to play PlayStation games on their PCs. This battle is just beginning to heat up!**

If the emulator does work well, this could open up a whole new possibility for the next-generation PlayStation. Imagine being able to play all the latest PC titles, as well as PS2 and PS ones. This would give the PlayStation 2 the largest game library of all time. Awesome! Those of you interested in keeping up with Mike's progress should check out his site at ps2pc.parodius.com. And tell him PSM sent you!

Preview Snapshot

Title: Virtual Ocean **Release Date:** TBA
Publisher: TBA **Developer:** AndNow

It looks like the PlayStation 2 will have its own variation on Sega's *Ecco the Dolphin*, as the developers at AndNow have just recently announced their underwater adventure, *Virtual Ocean*, for both the PC and PS2 format. The game with throw players into the role of various underwater creatures such as whales and dolphins. And just like in *Ecco*, you will have to solve puzzles and rescue other sea life while fending off would-be predators.

As first reported on IGNPSX.com, virtually every creature in the game will use different types of songs to communicate. These songs, however, can also be used for a variety of purposes such as capturing food or blasting enemy sharks. The developers are currently planning to include multiplayer support in *Virtual Ocean,* but the exact details about this feature are not yet known. Expect much more info about this possible PS2 launch title to "surface" in the next few months (d'oh!).



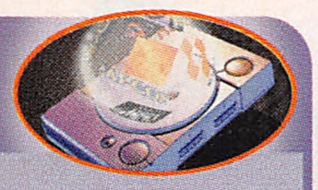
▼ **These screenshots were taken from an early build of the PC version of the game. Players can expect the PlayStation 2 version to look a lot better.**



▲ **There's just something cool about being able to explore the ocean depths as a whale. You never know what you will happen across.**

Who's Got Games?

A quick look at who already has PlayStation 2 games in the works

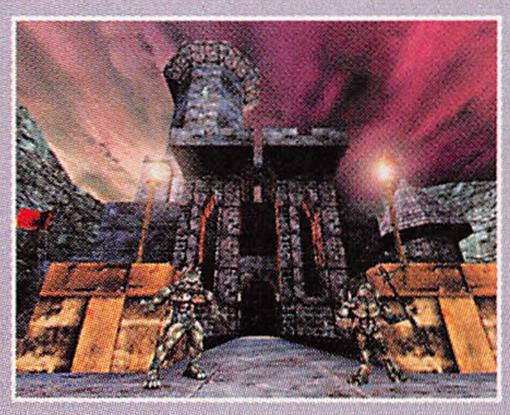


It seems that every day a new developer announces or at least hints at titles that they plan to do for the next-generation PlayStation.

Off to a racing start, UK-based **Codemasters** has announced that it will be bringing the sequel to its popular rally game, ***Colin McRae Rally***, to both the PC and PlayStation 2. Guy Wilday, the lead producer on the project, commented on the sequel, "We are engineering a wealth of new gameplay mechanics and race styles that we are incredibly excited about but we're not revealing details for the present."

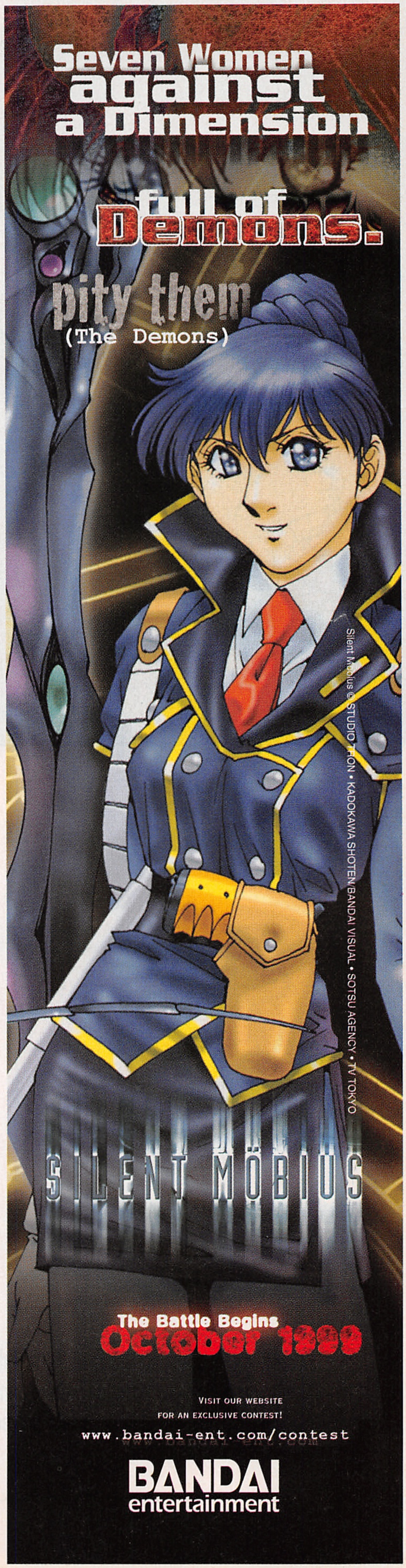
Now, we move to **GT Interactive**, which always seems to be the spotlight. The company has not announced any titles for the PS2 yet but has apparently assembled a special team which has the single purpose of figuring out the best possible way to maximize the console's abilities. We assume this team will advise internal development teams once actual development on a game begins.

One company that most console-exclusive gamers won't know about, **Epic Megagames**, has expressed their desire to create an original game for the PS2. The company, known for its popular first-person shooter, ***Unreal***, also plans to port that game's amazing 3-D engine to the console in order to sell it as middleware. In a recent issue of Games Business, the Vice-president of Megagames was quoted as saying, "It's safe to say that if we go through with the effort to create a PlayStation 2 engine, we will do a game for that system." Does this mean that the PS2's launch library will include a first-person shooter? We'll know soon enough.

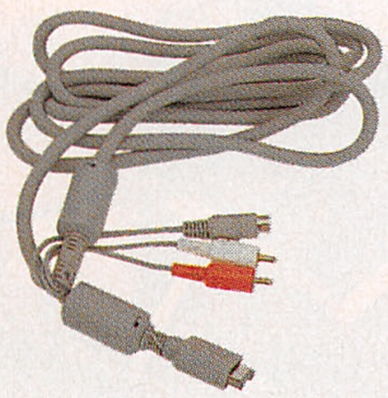


◀ **This is *Unreal,* and it's playing on a PC. Rumor has it that it will soon be a PlayStation 2 game.**

Following the recent news that ***989 Studios*** is now working on a fourth sequel to ***Jet Moto*** for the PlayStation 2, comes a rumor that a version of the company's ***NBA Shootout*** is also be developed for the console. Apparently, NBA point-guard Jason Kidd was seen at a motion-capture session and had commented that the game he was involved in was coming to the PlayStation 2. That's good enough for us.



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Q&A

Recently, Square of Japan invited the U.S. press to come to Japan and have a round-table Q&A session with the developers of *Final Fantasy VIII*. Among the development team members present were Yoshinori Kitase, the lead director, Hiroshi Harata, one of the battle programmers and Tetsuya Nomura, battle director.



▲ At the start of the press event, the President of Square welcomed us to Japan.

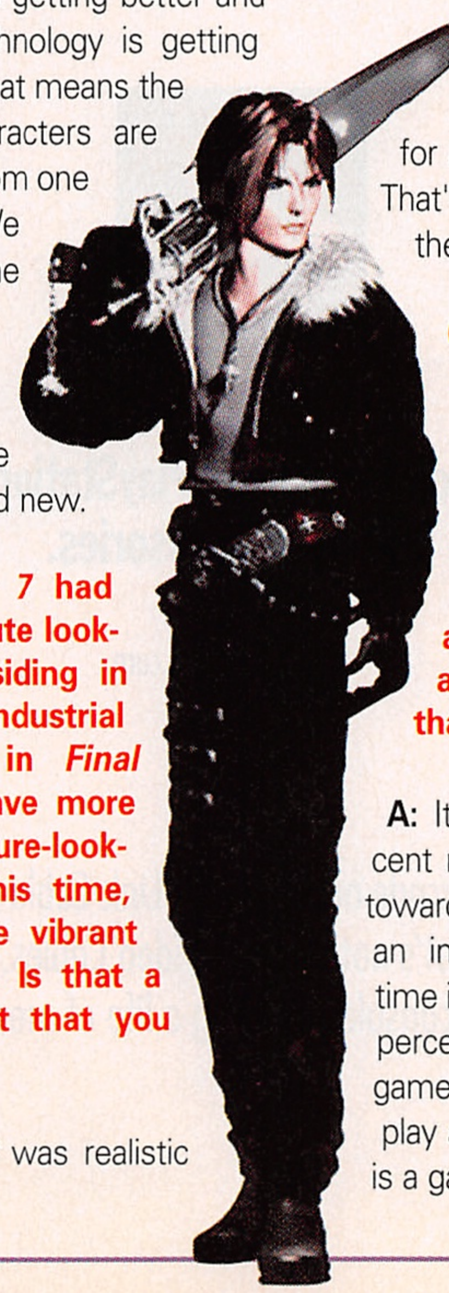
• Photo by Stephen Frost

Q: Is there any specific aspect of the game that you are most proud of? Something that you look back and you say that was very good or you liked a lot?

A: We are very proud that we have completed the game. <laughter>

Q: We know that each game uses entirely different characters, excluding Sid. What's the main reason you choose to create a new cast every time you have a new sequel?

A: Although this is a series, we don't have the tradition to try to get some of the same character in the series, because each time we try to create a new world. Sometimes we use an ancient era or ancient world, and sometimes like with this one, we try to get a SF sort of world. With that change, we have come up with new characters, and of course, another aspect is that with the technological advancement of the change, hardware is getting better and better, and the technology is getting better and better. That means the appearance of characters are naturally changed from one series to another. We can't use the same characters. By doing so, we ourselves, the creators from the producer's side feel always fresh and new.



Q: *Final Fantasy 7* had more deformed, cute looking characters residing in kind of a dark industrial world, whereas in *Final Fantasy 8*, you have more realistic and mature-looking characters. This time, they're in a more vibrant and bright world. Is that a deliberate contrast that you tried to make?

A: *Final Fantasy 8* was realistic and not deformed, because right after completing *FF7*, we realized that we could use more of the technology of CG and we have experienced the CG technologies with *FF7* and we confirmed that we could make the most of that technology with the characters in terms of movement, motion and facial expressions in the next part of episode 8. From the beginning, we've had this concept, to create more realistic characters, not deformed characters. The world, whether its dark or bright, for *FF7*, we



Yoshinori Kitase was the lead Director on *FFVIII*.

used sort of dark and dumpy slums and world, but from the beginning, we have this concept to express a very bright world, using a bright picture for *FFVIII*. That's what we have had from the beginning.

Q: In terms of technology for the future for PlayStation 2, is the shift going to be in real time, creating all real-time worlds rather than backgrounds that are applied and then the characters are added to the background that is supplied?

A: It's not difficult to have 100 percent real time, but we are moving toward that direction, that means to an increased percentage of real time in the game. If we have a large percentage of movie parts in the game, that will restrict the players to play as the interactive play. So this is a game, so it must be interactive. The players have to be able to play. If the real time is getting closer and closer to movie, yes, we would like to move toward that direction, 100 percent real time.

Q: In creating *Final Fantasy 8*, did you go back to any of the older titles, like *Final Fantasy 1* through *6* that appeared on the Famicom and Super Famicom, to see what you liked and if there was anything you wanted to borrow from those games?

> "IF REAL TIME IS GETTING CLOSER AND CLOSER TO MOVIE, YES, WE WOULD LIKE TO MOVE TOWARD THAT DIRECTION... 100 PERCENT REAL TIME."

A: Story or character?

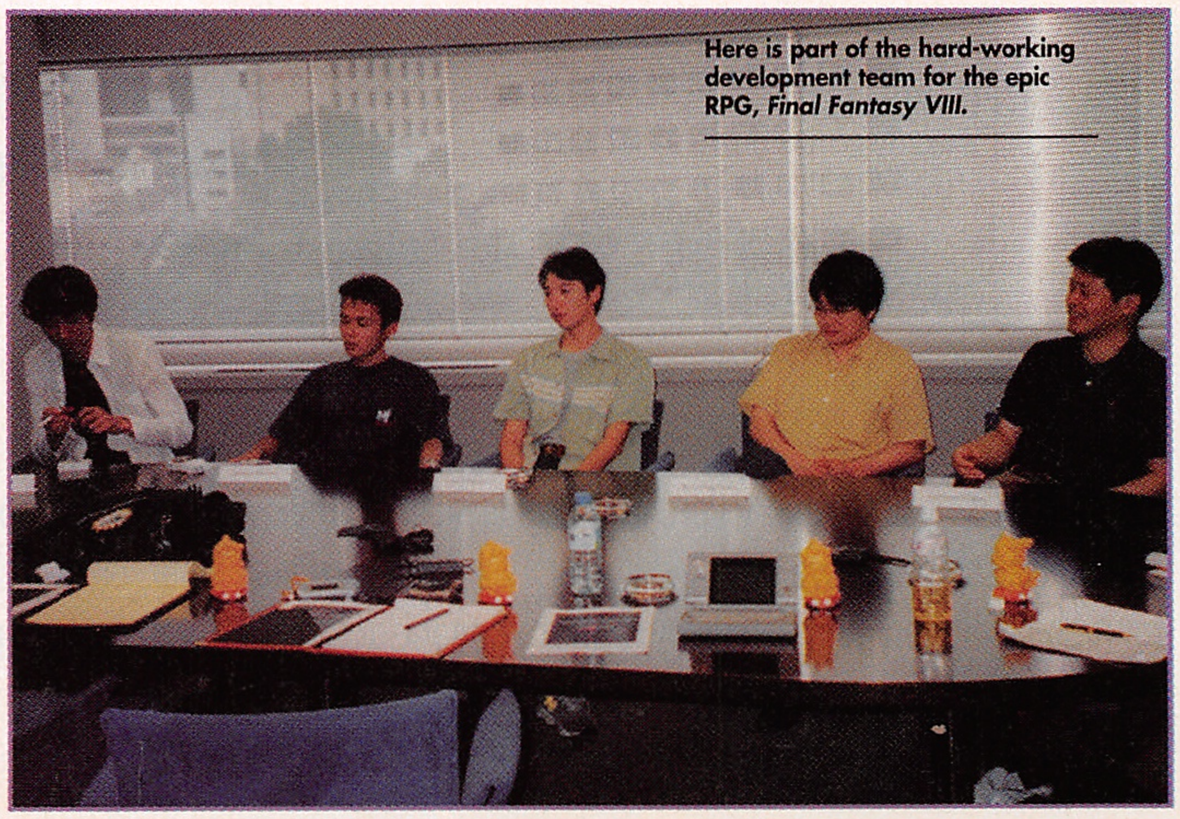
Q: Any type of character design, gameplay features?

A: One example is we used a very popular enemy character, introduced in *FF5*. We used that character in *FFVIII*. We were tempted to use the same characters that were introduced in previous titles, however, that would create some limitation for the player that we might create some sort of closed club of players, but what we wanted do is to invite new players so they can enjoy the play that starts at *FFVIII*, even if they don't know anything about the last titles. But we still give some advantage to the old players. We insert little tokens or figures or whatever, something that long-term players can notice when they play.

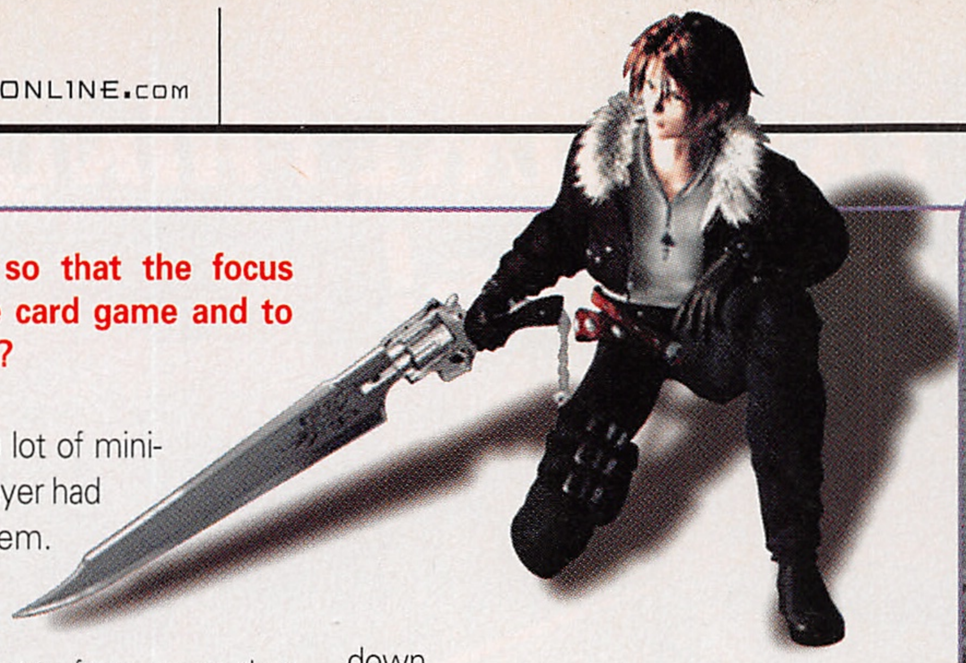
Q: Are any particular considerations you made for the Western audience, in terms of character design or plot or maybe how the game is balanced?

A: We didn't make any special considerations or attention to appeal to the Western user, however, we've tried not to include very Japanese elements of emotion or reaction from the beginning, when we made the Japanese version. However, some traditional behavioral reactions still remain, and after we finished the story, we noticed that - "Yes, this is very Japanese."

Q: I noticed that *FFVIII* has less minigames than *Final Fantasy 7*, as far as the whole game is concerned, but there is a very involved card game.



Here is part of the hard-working development team for the epic RPG, *Final Fantasy VIII*.



Was that done so that the focus would be on the card game and to get people into it?

A: Yes, *FF7* had a lot of mini-games, and the player had to play them. However, after *FFVII*, we got a lot of comments from users that felt that the games were too hard. Therefore, in *FFVIII*, we decided to offer a choice to the gamer. You can choose to play or not to play or when to play the card game, because it is offered from the beginning to the end of the game. Also, when we came up with that idea, the card game itself was getting popular in the real world. Since *FFVIII* is a virtual world, we thought it would be a good idea to have a card game within the context of that virtual world.

Q: Do you have to play the card game? As you go through, is there something special you get from becoming very good at cards? Do you learn new magic or get new weapons?

A: You don't have to play the card game, however, if you do and you get very good at it, you can get weapons or magic. If you get rare cards, you can exchange that card for a very special identity for magic.

Q: Has there been any thought given to licensing the card game to a manufacturer in order to make a physical card game, like the Pokeman one?

A: We have already given the license to game manufacturer on the market.

Q: In Japan now?

A: Yes.

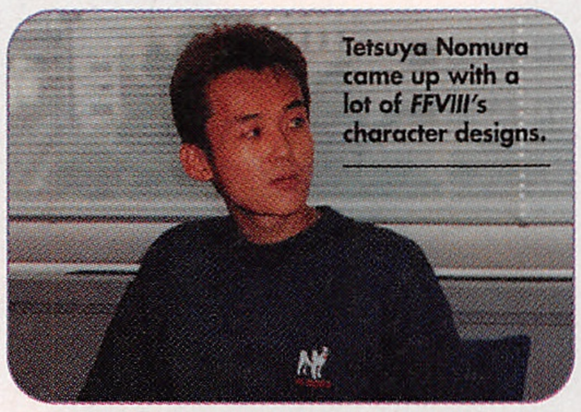
Q: Are they coming to the United States?

A: Yes.

Q: How long was *FFVIII*'s development time from start to finish, as far as concept to final product?

A: The actual production took one and a half years. That means the actual product took one and a half. However when it comes to concept, it's very ambiguous, because right after we completed *FF7* or even down in the development of *FF7*, we came up with some ideas for the next, so it's rather difficult to decide when we started the concept.

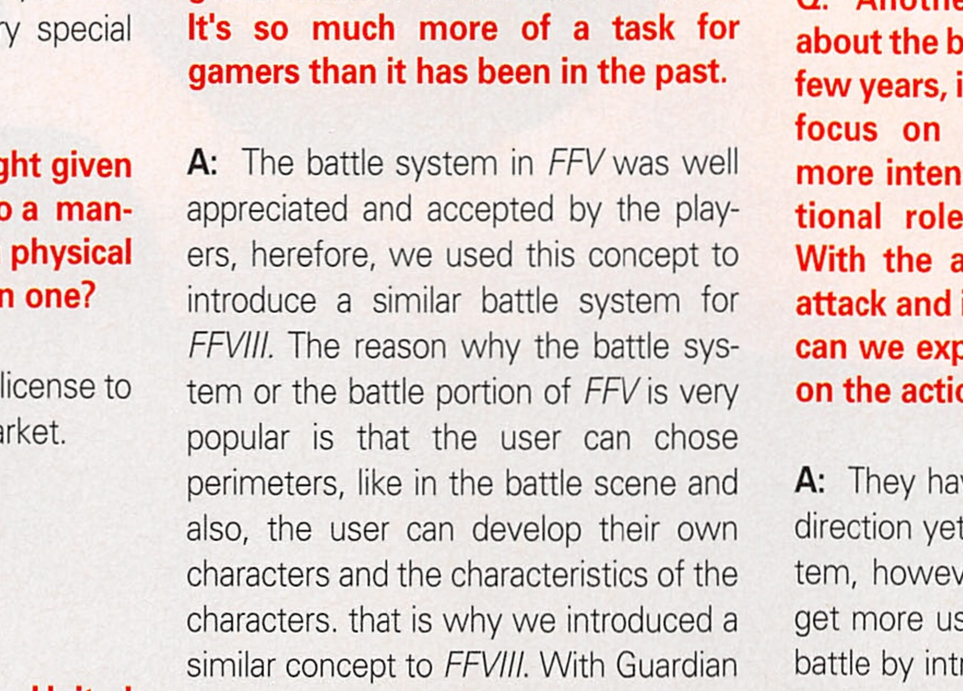
Q: With *Final Fantasy 8*, the battle system has become much more complex and more involved than any of the Final Fantasy games before. Now, there is a lot of management with the magic and Guardian Forces,



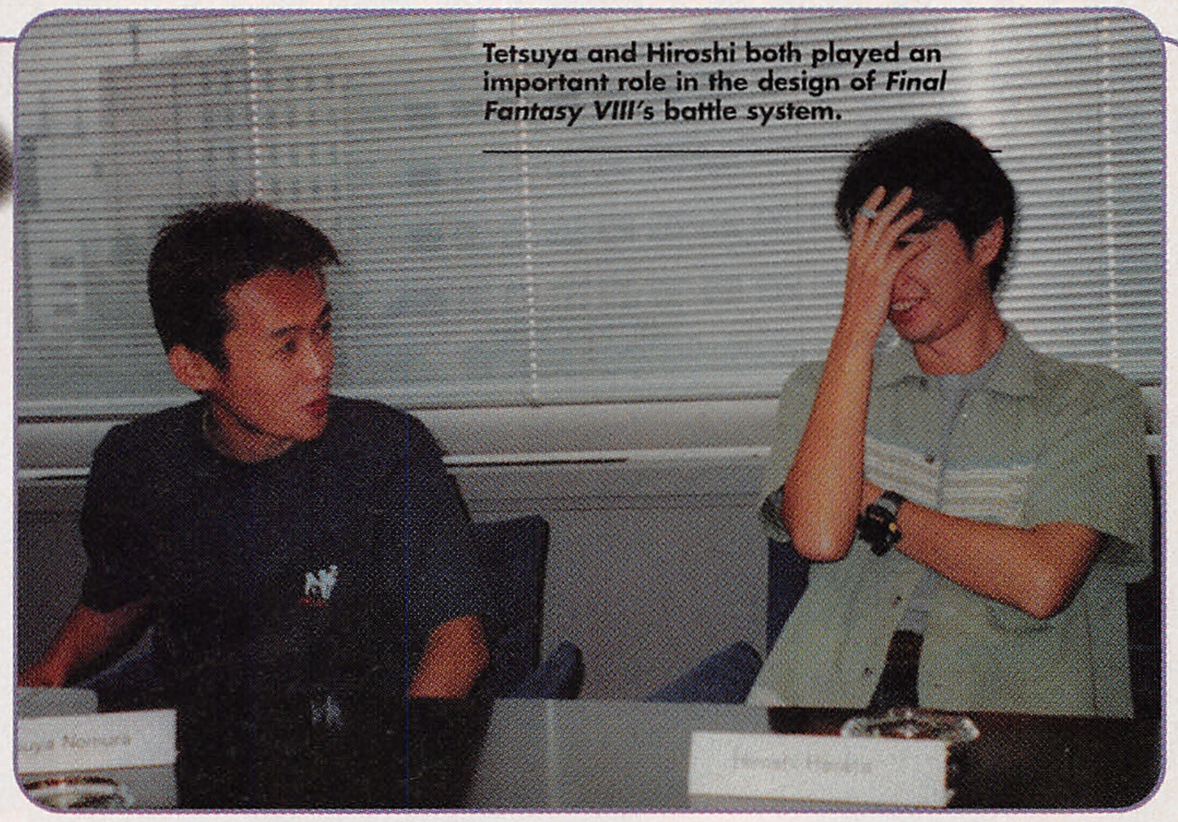
Tetsuya Nomura came up with a lot of *FFVIII*'s character designs.

it's much more complex now. Why was the battle component on the game made so much more difficult? It's so much more of a task for gamers than it has been in the past.

A: The battle system in *FFV* was well appreciated and accepted by the players, herefore, we used this concept to introduce a similar battle system for *FFVIII*. The reason why the battle system or the battle portion of *FFV* is very popular is that the user can chose perimeters, like in the battle scene and also, the user can develop their own characters and the characteristics of the characters. that is why we introduced a similar concept to *FFVIII*. With Guardian Force, we further developed that concept. As far as the system is concerned,



This is one of the many "quiet" rooms at Square where game sound effects and music are recorded.



Tetsuya and Hiroshi both played an important role in the design of *Final Fantasy VIII*'s battle system.

if you want to get deeper involved, it's possible, but if you don't want to do so, you just go through the game. In a way, we offer a wider range of choices to our players. It gives them freedom.

> "We offer a wider range of choices to our players. It gives them freedom."

Q: Another thing we've noticed about the battle systems is in the last few years, is that there seems to be a focus on making the experience more intense and less like the traditional role-playing battles of old. With the addition of the Gunblade attack and interactive spells in *FFVIII*, can we expect to see a bigger focus on the action in future *FF* titles?

A: They haven't decided on the future direction yet, in terms of the battle system, however with *FFVIII*, we tried to get more users involved in the combat battle by introducing the button system so the user can use the Gunblade, and at the time, they can increase the force by pressing specific buttons. That's the concept we had for *FFVIII*, however, we didn't know what we will do next time.

Q: Have there been discussions regarding branching the Final Fantasy franchise out into other types of games, similar to how Chocobo is now in a racing games? How about a one-on-one fighting game or a fantasy game? Has anything like that been discussed?

A: It's possible but we have not officially discussed it yet.

Q: In *Final Fantasy 7*, the story line was more of your standard good-guys-band-together-against-the-bad-guys, but in *Final Fantasy 8*, there is a little more of an academic school life type of atmosphere and they're all friends, and even the enemies were even at one time friends. What kind of character relationship/dynamic were you trying to express in this game?

A: We can get more realistic graphics and pictures and the story can be more realistic, so that means the story line can be more complicated, like in the real world, so we cannot simply distinguish between the bad guys and good guys. And if we tried to depict a bad guy in the traditional sense, that can appear very unrealistic. They fight together because they're positioned in different situations, not because they're good or bad.

Q: Do you think *Final Fantasy 8* is as far as a series can go on the current PlayStation? Are you looking forward to working on the next PlayStation or do you think the series can go on for a while on the current PlayStation?

A: We don't think *FFVIII* is the ultimate title. We could still do a lot more on the existing PlayStation. When it comes to the next PlayStation, we don't know the details yet, so we cannot give that information to you. At this stage, we're not sure of what sort of capabilities that has to offer us and what sort of graphics we can get and what sort of processing capacities that the PlayStation has.

Nice to see cops eat something besides jelly doughnuts!

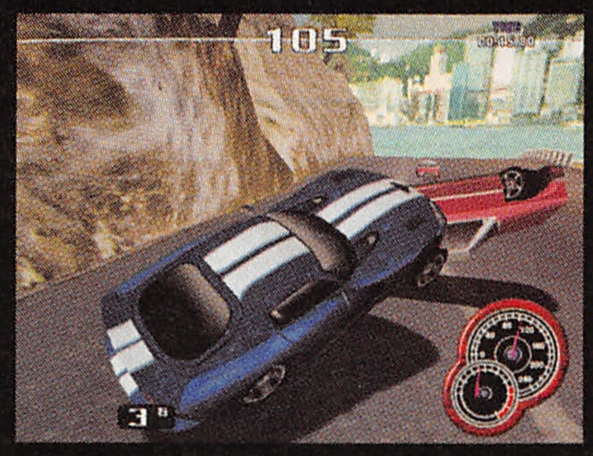


No, you're not paranoid, man. They are out to get you. Luckily, you've come prepared with a beast of a car and the guts to run it to the redline. Watch the gap grow between you and the cops dude, as the gap between your accelerator and the floorboard disappears.

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CHECKPOINT!

The PSM Release Schedule

We've listed every upcoming PlayStation game we can think of. However, keep in mind that these dates often change. It's still fun to look forward, though!

PlayStation Charts

Your monthly look at the best-selling PlayStation games



The EB Chart (For July)

◀ **The Mafia is looking for a few good drivers...**

A double dose of success for *Driver* this month, heading up both chart listings. No greater thrill than playing the wheelman for shady underworld characters, we guess...

1 ▶ Driver

2 ▶ **NCAA Football 2000** - Great college atmosphere!
3 ▶ **FF Greatest Hit** - You can never get too much FF action.
4 ▶ **Star Ocean SS** - Keep gamers busy with over 80 endings
5 ▶ **Luna Silver** - Old school RPG sitting pretty.
6 ▶ **Jade Cocoon** - Capture monsters, make 'em work.
7 ▶ **Syphon Filter** - 007 lookalike is still fun.
8 ▶ **Triple Play 2000** - Going strong as season ends.
9 ▶ **Rebel Assault 2** - Still good the second time around.
10 ▶ **NBA Live '99** - Hoops action from the sports meisters.



NPD Chart (For June/July)

◀ **Who hasn't wanted to drive a big, high-powered, '70s-style getaway car?**

Continuing its dominanceof the retail charts, *Driver* is in the number one position for the second month running and is still rocketing off the shelves. You, too, can drive for the Mafia!

1 ▶ Driver

2 ▶ **Tarzan** - Tree surfing never grows old.
3 ▶ **Final Fantasy VII** - VIII sparks interest in the prequel.
4 ▶ **Triple Play 2000** - You can't keep baseball fans down.
5 ▶ **WWF Warzone** - Keep 'em in a cage. It's safer.
6 ▶ **NFS: High Stakes** - Be a cop for the day.
7 ▶ **Syphon Filter** - Gabe's still hanging in there.
8 ▶ **Star Ocean** - Second story...
9 ▶ **MLB 2000** - Going down for the count.
10 ▶ **Ape Escape** - Dropping off the monkey radar.

COLOR KEY

Green: Release has changed since last month.
Red: A brand-new addition to the list this month.

3RD-QUARTER GAMES

September

989 Studios	Football	NCAA GameBreaker 2000
989 Studios	Football	NFL GameDay 2000
989 Studios	Racing	Jet Moto 3
989 Studios	Sports	NHL Faceoff 2000
Activision	Shooter	Quake II
Activision	Skateboarding	Tony Hawk's Pro Skater
AGETEC	Fishing	Bass Landing
ASC Games	Racing	Jeff Gordon XS Racing
Atlus	Strategy/RPG	Thousand Arms
Atlus	Adventure	Tail Concerto
Bandai	Fishing	Bass Rise
Capcom	Survival Horror	Dino Crisis
Crave	Racing	Mag 3
Crave	Adventure	Broken Sword 2
EA Sports	Racing	NASCAR 2000
Eidos	Action	Urban Chaos
Electronic Arts	Racing	Hot Wheels
Fox Interactive	Sports	FOX NHL Championship 2000
GT Interactive	3-D Platform	Forty Winks
Havas Interactive	Quiz	You Don't Know Jack
Konami	Strategy/RPG	Vandal Hearts II
Midway	Action	Gauntlet Legends 3D
Mindscape	Action	Rat Attack
Psygnosis	G Police	Action shooter
Psygnosis	Adventure/Platform	Kingsley
Psygnosis	Racing	Wipeout 3
Psygnosis	Action/Shooter	G-Police Weapons Of Justice
Rockstar	Action / Platform	Earthworm Jim 3D
Sony CEA	Racing	Gran Turismo 2
Sony CEA	Action/Shooter	Omega Boost
Square EA	RPG	Final Fantasy VIII
Tecmo	Simulation	Monster Rancher 2

OTHER 3RD-QUARTER RELEASES

Accolade	Racing/Combat	Demolition Racer
Activision	Action/Adventure	Nightmare Creatures II
AGETEC	Action	Rising Zan
Eidos	Racing	F-1 World Grand Prix
Eidos	Action	Saboteur
Eidos	Action	Legacy of Kain: Soul Reaver
Electronic Arts	First-Person Shooter	Medal of Honor
Infogrames	Action/Adventure	Mission: Impossible
Konami	Action/Shooter	Gungage
Konami	RPG	Suikoden II
LucasArts	Racing	Star Wars Episode 1: Racer
LucasArts	Adventure	Star Wars: Phantom Meance
Natsume	Fishing	Reel Fishing 2
THQ	Fishing/Sports	BASS Masters Classic: CE

4TH-QUARTER GAMES

October

Activision	Classics	Space Invaders
Activision	Racing/Combat	Vigilante 8: Second Offense
Agetec	Adventure	Clock Tower II: Struggle Within
AIM	Action/Shooter	Darkstone
Bandai	Mech Combat	Macross VFX-2
Eidos	Action	Witchblade
Fox Interactive	Action/Shooter	Die Hard Trilogy 2
Fox Interactive	Sports	FOX Pro Baskeetball 2000
Hasbro	Board Game	Scrabble
Hasbro	Classics	Pong
Interplay	Adventure	Messiah
Midway	Classics	AGH Atari Collection III
Midway	Classics	Arcade Party Pak
Namco	Platform	Pac-Man World
Rockstar	Action/Racing	Grand Theft Auto 2
Sony CEA	Racing	CTR: Crash Team Racing
Sony CEA	RPG	Grandia
Square EA	RPG	Final Fantasy Anthology
Tecmo	Horse Racing	Gallop Racer II
THQ	Fighting	Shaolin
Ubisoft	Action/Platform	Rayman 2

November

3DO	Action	Army Men: Air Attack
3DO	Action	Army Men: Sarge's Heroes
989 Studios	Snowboarding	Cool Boarders 4
989 Studios	Basketball	NBA ShootOut 2000
989 Studios	Car Combat	Twisted Metal 4
989 Studios	Sports	NCAA Final Four
Acclaim	Racing	South Park Rally
Activision	Action/ Platform	Toy Story II
Activision	Fighting	Wu Tang
Capcom	Survival Horror	Resident Evil: Nemesis
EA Sports	Sports	Knockout Kings 2000
Hasbro	Classics	Missile Command
Hasbro	Strategy	Worms: Armageddon
Hasbro	Classics	Q-Bert
Midway	Action	Jackie Chan's Stunt Master
Midway	Action/Adventure	MK: Special Forces
Midway	Basketball	NBA Showtime: NBA on NBC
Midway	Boxing	Ready 2 Rumble Boxing
Mindscape	Strategy	Panzer General Assault
Namco	Platform	Pac-Man World
Psygnosis	Racing	Formula 1 99
Sony CEA	Action/Platform	Spyro (2): Ripto's Rage!
THQ	Action	Rugrats: Studio Tour
Titus	Action	Superman

December

Acclaim	Racing	McGrath Supercross 2000
Acclaim	Shooting	Armorines
Sidhe Interactive	Shooter	Dirty War

OTHER 4TH-QUARTER RELEASES

3DO	Gambling	Vegas Games 2000
3DO	RPG/ Action	Crusaders of Might & Magic
Acclaim	Action	South Park: Chef's Love Shack
Accolade	Racing	Test Drive 6
Accolade	Racing	Test Drive Cycles
Accolade	Racing	Test Drive Off-Road 3
Agetec	Adventure	Shadow Tower
Capcom	Snowboarding	Trick 'N Snowboarder
Eidos	Adventure	Fear Factor



Gamewatch: MK: Special Forces

It's been delayed until next year, but we'll give 'em a break, since we've played the demo and Midway is going out on a limb to try something different here. The old-style fighting-style gameplay is gone, and in its place is a kind of mix between *Tomb Raider* and *Metal Gear Solid*, all infused with the unmistakable essence of the famed *Mortal Kombat* series.

Eidos	Action	Fighting Force 2
Electronic Arts	Action	J. Bond: Tomorrow Never Dies
Electronic Arts	Fighting	Warpath: Jurassic Park
Electronic Arts	Fighting	WCW Mayhem
Electronic Arts	Racing	Road Rash 2000
Electronic Arts	Action/Adventure	Xena: Warrior Princess
Natsume	RPG	Lufia III: Ruins Chasers
Psygnosis	Racing	Formula 1 1999
Psygnosis	Arcade	TnT: Tricks And Treasures
Southpark	Action/Adventure	Wild Wild West

SOMETIME IN 1999

AGETEC	Skateboarding	Airboardin' USA
AGETEC	Shooter	R-Types Delta
Electronic Arts	Hockey	NHL 2000
Hasboro	Platform	Glover
Interplay	Action/Shooter	MDK 2
Rage	Shooter	Expendable
Take 2	Action	Grand Theft Auto: London 1969
THQ	Action	Danger Girl
Ubi soft	Action/Adventure	Batman
Ubi Soft	Action/Platform	Tonic Trouble

FIRST QUARTER 2000

Activision	Action	Tenchu II
Activision	Fighting	X-Men
Bandai	Action/Shooter	Silent Bomber
Bandai	Adventure	Countdown: Vampires
GT Interactive	Action	Animorphs
GT Interactive	Shooter	Duke Nuken: Time to Kill
Psygnosis	Space Shooter	Colony Wars: Red Sun
Psygnosis	Car Combat	Destruction Derby 3
Psygnosis	Racing	Motocross Madness
Psygnosis	Racing	Rollcage Extreme
Psygnosis	Action	Team Buddies (formerly Leggits)
Square EA	RPG	Chocobo's Mysterious Dungeon 2
Square EA	RPG	Saga Frontier 2

SECOND QUARTER 2000

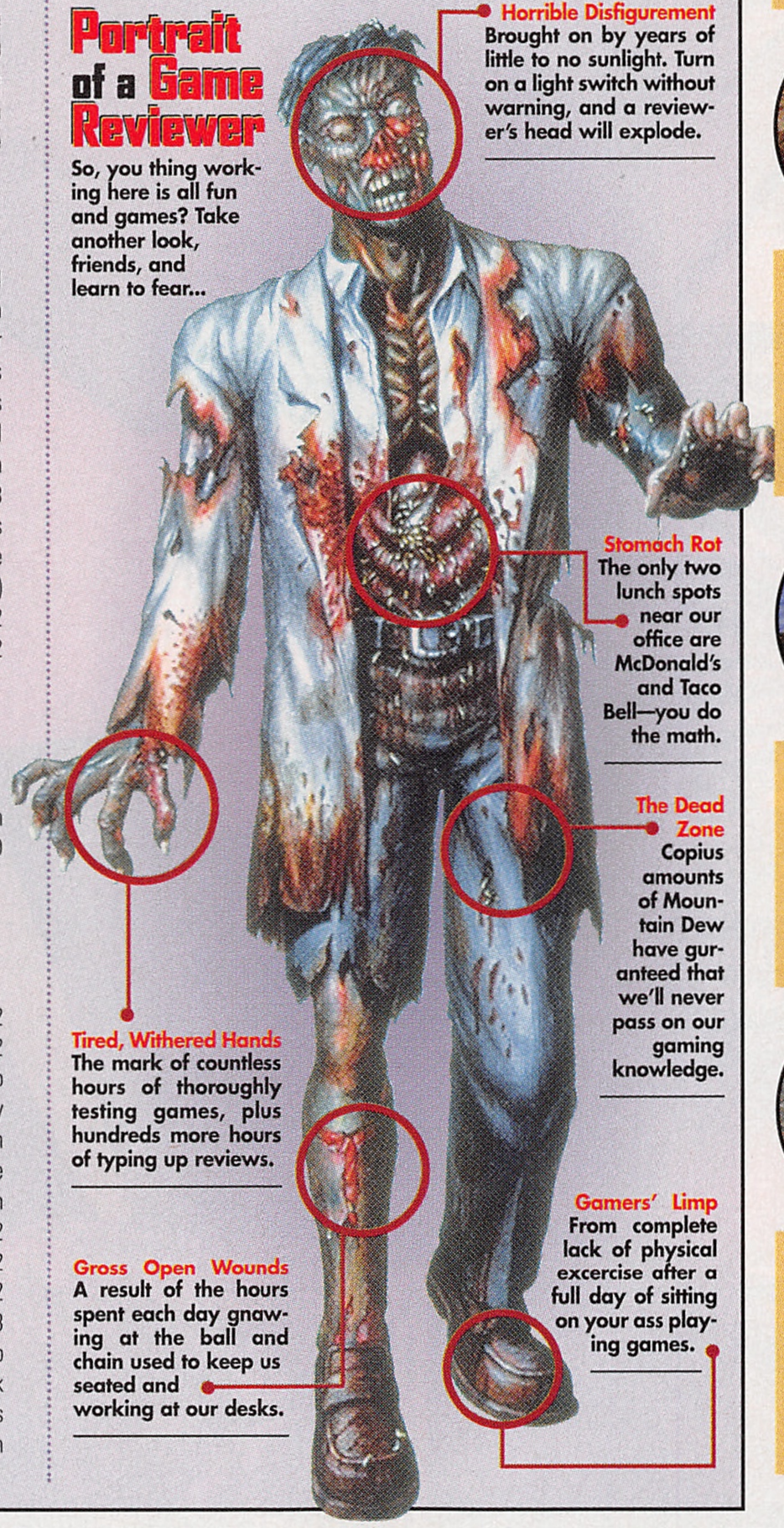
Activision	Action	Spiderman
Mindscape	Action/Platform	Prince of Persia 3D

TO BE ANNOUNCED

989 Studios	Action/ Adventure	Syphon Filter 2
TBD	Music Game	Bust-A-Groove 2
TBD	Racing	Superbike World Championship
Ascii	Sim/Adv.	Aqua Prophecy
Bandai	Action	Action Man
Capcom	Fighting	JoJo's Bizarre Adventure
Capcom	Platform	Mega Man Legends: Tron
Capcom	Fighting	Rival Schools 2
Capcom	Action/Platorm	Strider 2
Electronic Arts	Action/RPG	Dungeon Keeper 2
Electronic Arts	Racing	Moto Racer 3
EA Sports	Sports	Formula 1 Championship
Electro Source	Action	Men In Black
Fox Interactive	Action/Adventure	Planet of the Apes
Grolier Interactive	Action	Asghan
Grolier Interactive	Action	Virus 2000
GT Interactive	Hunting	Deer Hunter
GT Interactive	First-Person Shooter	Unreal
Hasbro	Action	Frogger 2
Hasbro	Action/Platform	Catdog
Konami	Action/RPG	Ganbare Goemon
Lionhead	Strategy	Black And White
LucasArts	Adventure	Indiana Jones/Infernal Machine
MGM Interactive	Action/RPG	Maximum Gauge
Namco	Simulation	Ace Combat 3 Electrosphere
Namco	Action/Adventure	Dragon Valor
Playmates	Strategy/Action	Covert Wars
Playmates	Action	Teenage Mutant Ninja Turtles 3-D
Sony CEA	RPG	Dragon Quest VII
Sony CEA	1st Person Shooter	Legion
Square EA	Shooter	Internal Section
Square EA	RPG	Parasite Eve 2

Portrait of a Game Reviewer

So, you thing working here is all fun and games? Take another look, friends, and learn to fear...



Horrible Disfigurement
Brought on by years of little to no sunlight. Turn on a light switch without warning, and a reviewer's head will explode.

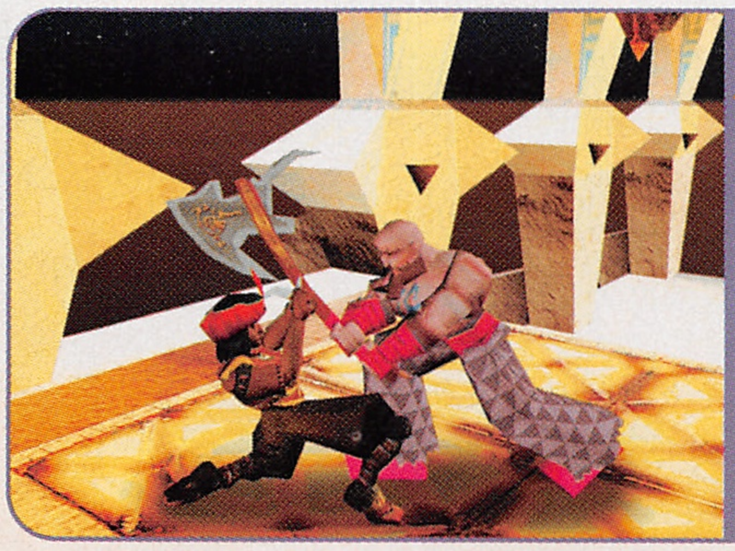
Stomach Rot
The only two lunch spots near our office are McDonald's and Taco Bell—you do the math.

The Dead Zone
Copius amounts of Mountain Dew have guranteed that we'll never pass on our gaming knowledge.

Tired, Withered Hands
The mark of countless hours of thoroughly testing games, plus hundreds more hours of typing up reviews.

Gamers' Limp
From complete lack of physical excercise after a full day of sitting on your ass playing games.

Gross Open Wounds
A result of the hours spent each day gnawing at the ball and chain used to keep us seated and working at our desks.



Gamewatch:
Prince Of Persia

Mindscape is working on this highly-anticipated PlayStation conversion of the PC game, and although there's no news on a release date, this is definitely one to watch. Who can forget the first classic game, with incredibly smooth animation, fiendishly fatal traps and brief, but intense, bouts of swashbuckling against the denizens of the dungeons? Excellent stuff, and we're all eager to see how, or if, the game improves from a full 3D PlayStation makeover.

PSM'S MOST WANTED



1 ▶ RE3: Nemesis

Huge interest around the office in this game means a first-place finish this month. Smarter, slicker and just as scary as ever, *Resident Evil 3: Nemesis* is set to be yet another huge hit for Capcom. Look out for a giant *RE3* blowout next issue!



2 ▶ Gran Turismo 2

Still no word on when this will actually hit the stores in the US, but that's not enough to jeopardize its position on this chart—if the wizards at Polyphony Digital build it, we will come. All social activity, however, will necessarily cease when it goes retail.



3 ▶ TR IV: Revelation

The last revelation before this series goes over to PS2, that is. That has to be a mixed blessing for all those Lara fanatics out there. You'll see her on Sony's next powerhouse, but chances are, your spurned girlfriend won't be sticking around to see it. Oh,



4 ▶ Spyro 2

New and improved, but for some reason dropping the "Dragon" part of his name, as well as the guy who voiced him in the first game. Spyro's next outing promises to be even more fun, and this time there's one really angry Ripto waiting for him. Kick butt, lil' fella!



5 ▶ 007: Tomorrow Never Dies

We never get tired of stepping into Bond's shoes. If EA successfully combines a creative take on the movie with elements of *Syphon Filter* and top espionage missions, this could be ace.



6 ▶ Vagrant Story

Steve has just returned from Japan where Square/EA invited him to play a demo of this hot new RPG. There's a great battle system which works similar to that in *Parasite Eve* and plenty of opportunities to use stealth, in a *Metal Gear Solid* kind of way. Sweet!



7 ▶ Chrono Cross

The long-rumored sequel to the Super NES hit is finally on its way to the PlayStation. If it remains faithful to the original, incredible magic attacks, a best-of-all-worlds battle system and superbly detailed graphics will give RPG fans a sensory overload.



8 ▶ Spider-Man

Activision is going to let you climb all over a 3D cityscape with Spider-Man. Thanks to the wonder of wrist-based "sticky stuff" technology, May Parker's favorite nephew will be able to swing from his webs, defeat all the baddies and still have quality time left for MJ.



9 ▶ Tomba 2

He's not crazy, he just looks that way first thing in the morning. One of the more original platformers of last year, the next in the series will no doubt have even more tasks to complete, and the smart money is on an even



10 ▶ PlayStation 2

See? What did we say last issue? It's here—of course, it has to be. We all want one. We all want one *now*. But alas, we'll all have to wait. We'll see it in Japan next month, but until it becomes more of a reality here in the US, it's staying at the bottom of our list.

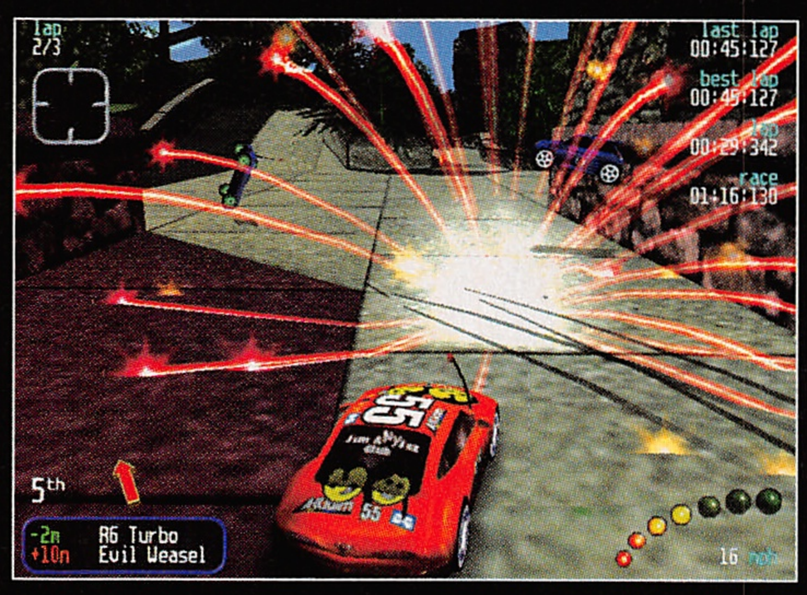
Small Cars. Big Bad Attitude.



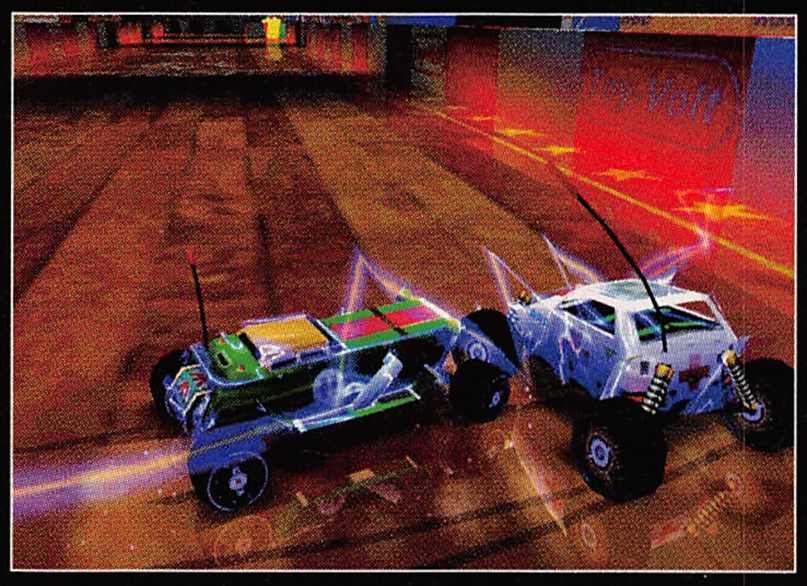
True-to-R/C-racing physics! Objects and surfaces affect the action just like real life!



Wildly interactive environments: museum, cruise ship, ghost town and supermarket!



Pint size weapons pack a major punch: bottle rockets, ball bearings and the shockwave!



4 racing modes and *battle mode*! Go blast away on the blacktop at the playground!

CUSTOM EDITOR: Design and trade your own tracks!



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NINTENDO 64

PC CD-ROM

PlayStation®

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PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Screen shots shown were taken from the PC version of the game.



This is remote control racing done right! Realistic R/C physics, great weapons, awesome environments and eye-spinning graphics. Rip it up on tracks littered with objects to knock out of your way and into your opponents. Gun it through environments you always dreamed of racing through, but never could before! Barrel through museums, trash toy stores, and blast through botanical gardens. Cause serious mayhem with a seriously small car. All at scale speeds of up to 300 mph. Remember: When you want the maximum racing experience, pick the right model — Re-Volt.

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BANZAI CHIBI CHAN'S NIHON GAME OTAKU

The latest news and notes from the Land of the Rising Sun, featuring our very own Banzai Chibi-Chan!



Hey there, Otaku! Japan has been going event mad this month. We gaming and electronics fans are all trying to recoup our energies after the recent 'Akihabara Denki Matsuri' event, which, when translated, turns out as 'Clearance Sale down at Akihabara'. Oh, all right, I'm kidding – 'Matsuri' means 'Festival' and 'Denki' is 'Electronic goods'. Put those two words in the same sentence as the name of Tokyo's Electric Town and you've got yourself a crazy gadget bonanza. Then there were anime and comic fans going mad over the Tokyo Character Show 1999 at the Tokyo Big Sight convention center and, if that weren't enough, the Danjiri Festival has just ended. Danjiri are large wooden floats carried around the streets by young men who go completely bonkers, ramming each other and usually crashing into nearby stores and houses. It's known as the 'fighting festival' and if you see it on TV, you soon see why. Those guys are crazy!

But the best news for me is that the dreaded rainy season is over—*yokatta!* These days, it's blisteringly hot, with temperatures in the 98-102 F range, so I'm swapping my wetsuit for my jungle kit. Tokyo even sounds like a jungle in the summer, with millions of locusts in the trees and bushes rasping out their calls. It's a truly unbelievable sound if you're not used to it—there are shrubs chock-full of them right outside my apartment here in Akihabara and I can hardly hear myself think in the evenings. I have to choose between opening my window at night and being deafened or keeping them closed and suffering in the heat. But hey, I'm not complaining—it's still Akihabara, videogame paradise!

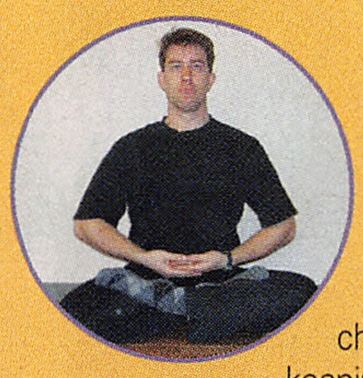
—Banzai Chibi-Chan, Otaku Supreme

News and Notes

► The Dragon boy is back! Capcom has confirmed that Ryu and his light-fingered friends will return to the PlayStation in a new-look *Breath of Fire IV*. The game is said to feature greatly increased character animations and should be in the U.S. early next year. The company has also announced *Rockman Dash 2* in Japan, packaging a totally original demo version, dubbed Episode 1, in free with the game *Tron ni Cobun (The Misadventures of Tron Bonne)*. A US release could be here in early 2000, too.

★ **Banzai Chibi-Chan illustrations by Robert DeJesus**

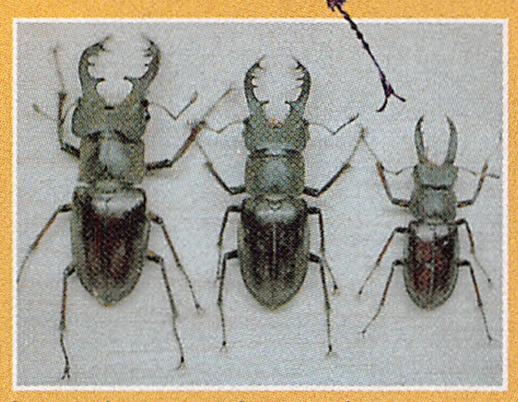
TOKYO-FLASH!



It might be the hot and humid weather seeping into the marketing men's brains, it might be the Japanese school-child fascination with keeping insects as pets, it might be little green men from outer space, but bug fever seems to have hit Japan. The innovative Mirai Seiko company is hoping that the summer heat will be enough to encourage kids over here to walk right by the Coke machine and choose what they have to offer instead. The Japanese really do have a vending machine for every consumer need – in this case, deposit yen gets you not a can of soda, but a couple of live Stag beetles. You may think this sounds crazy – you'd be right – but beetles are extraordinarily popular pets here, with rare types fetching vast sums of money. Not long ago, there was a TV program concerning a guy who earned his living selling bugs out of his one room apartment in central Tokyo. He may not have had a sofa, but he DID have about 20 large, sofa-sized plastic containers full of damp earth and crawling with bugs to ship to the local department store. He'd given his respectable 'salaryman' job up for this new career – a very brave move for a Japanese – but was making more money than before and was very happy.







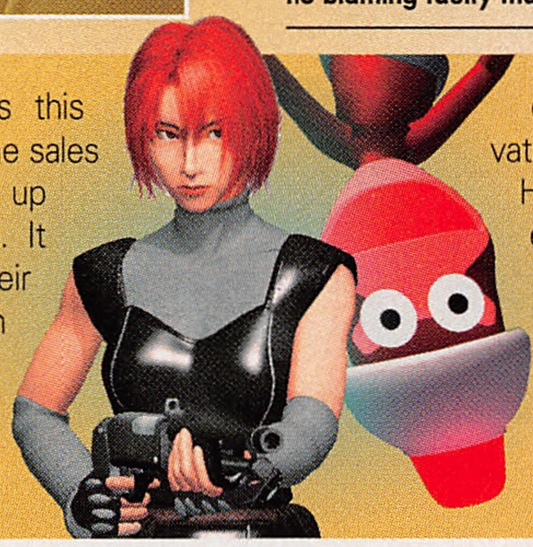
▲ **Not an obvious choice for a pet, but at least it doesn't need too much exercise.**



Eagerly Anticipated: The huge success of its scary dinosaur game has practically guaranteed a great reception for the next game in Capcom's *Resident Evil* series and number 3, *Last Escape (Nemesis* in the US) is nearly here. On a slightly lesser scale, the bizarre *Tondemo Crisis* game from Tokuma Shoten has inspired other weird titles – amongst them *Gekiso Tomarunner* from SCEI: a foot-racing game, which is all the rage on demo machines here.

◄ **Motorized transport is for wimps: in this race game, there's no blaming faulty machinery if you lose.**

Hot For PlayStation: *Dino Crisis* is this month's huge success story, with big-time sales at retail and everyone eagerly lapping up another scary adventure from Capcom. It won't be long until U.S. gamers get their hands on this game, and then once again dinosaurs will rule the earth, or at least dominate world game sales for a while, which isn't a bad consolation prize. *Saru Getchu* (Ape Escape) is still captivating captors in Japan with its innovative and amusing gameplay. Hopefully such success will encourage other developers to come up with original gaming concepts.



◄ **With all those dinosaurs on the loose, there's no monkeying around for Regina here.**

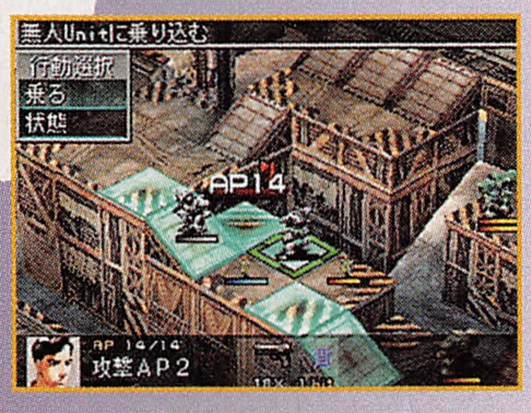
Square's Latest: Front Mission 3

Front Mission 3 will square up to the likes of *Zeus II* and *SD Gundam Generation* in the conflict for mech game supremacy. With Square's graphical wizardry, FMV expertise and their unrivaled reputation for storytelling, it should be an interesting battle.



◄ **Robot combat, Square storylines and gorgeous graphics. Oh boy!**

Top 10 Sellers in Japan [at press time]



一 1. Legend Of Mana (Square)
二 2. Dino Crisis (Capcom)
三 3. Dance Dance Revolution (Konami)
四 4. Saru Get'you (SCEI)
五 5. Fire Pro Wrestling (Human)
六 6. Simple 1500 Series Billiards (culture Publishers)
七 7. Minnano Golf (SCEI/SPT)
八 8. Ore no shikabane (Konami)
九 9. Persona 2, Innocent Sin (Ascii)
十 10. Vandal Hearts 2 (Konami)

Source: *The PlayStation*

October Japanese Releases

DATE	TITLE	PUBLISHER	GENRE
10/7	Silver Incident	(ASCII)	ADV
	Dusky Road Exploration Team	(Spike)	ADV
	Psychic Force 2	(Taito)	ACT
10/14	Light Island	(Affect)	ACT
	Robot Merobot	(Nemesis)	SLG
	Perpetual Collection	(Media Works)	ETC
10/21	Planet Laika	(Enix)	RPG
	Superlite 1500 Series: Pachi fu	(Success)	TBL
	Superlite 1500 Series: Let's win at Pachislo!	(Success)	TBL
	Superlite 1500 Series: Shogi 2	(Success)	TBL
	Superlite 1500 Series: Hanafuda	(Success)	TBL
	One On One	(Jordan)	SPT
	Magical Drop F	(Data East)	PZL
	Japan Pro Mah Jong Official League	(Naguzat)	TBL
10/28	Prismaticallization	(Ark System Works)	ADV
	Monster Conpri World Version 2	(Idea Factory)	RPG
	Baroque	(Sting)	RPG
	Clickman's Click Day	(Tokuma Shoten)	???
	High School of Brits	(Media Works)	TBL
Sometime in October			
	ZEUS II: Carnage Heart	(Artdink)	SLG
	Space Mobility VANARK	(Asmik Entertainment)	ADV
	Mori's Kingdom	(Asmik Entertainment)	S-RPG
	Knights of Genesis	(Escott)	S-RPG

Hot in Japan

Hot Colors

The 'skeleton' bandwagon doesn't look like stopping any time soon. The latest victim to fall to the craze accelerated by Apple's iMac is the Wonder Swan from Bandai. Since the end of July, Japanese gamers have been able to get the handheld in 3 different translucent body colors. Otaku in the know have even postponed buying one until these special editions were released!



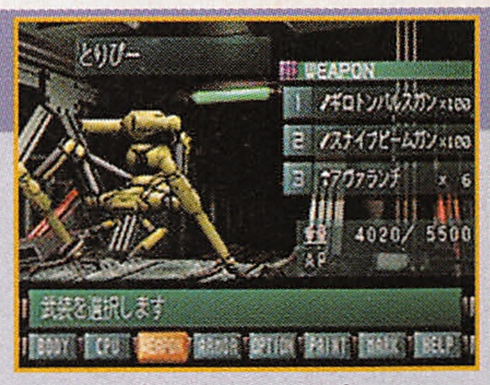
▲▲ How badly to YOU feel the need to coordinate with your computer?

Chibi's Top October Pick



ZEUS II

Every Japanese gamer loves mech combat games and you've just gotta love the new one from Artdink, *ZEUS II Carnage Heart*. It's out in October sometime and will have a huge variety of OKEs (overkill machines): OKEs that hover, OKEs that fly, tank-like OKEs, multi-limbed OKEs that thunder along on the ground...all with complex tactics and a vast number of custom options. I can't wait!



▲ Tactics heaven awaits for anyone picking up a copy of this combat game.



PlayStation

NINTENDO 64

EVERYONE
CONTENT RATED BY ESRB

GO BIG, HAWK-STYLE. OCTOBER '99.

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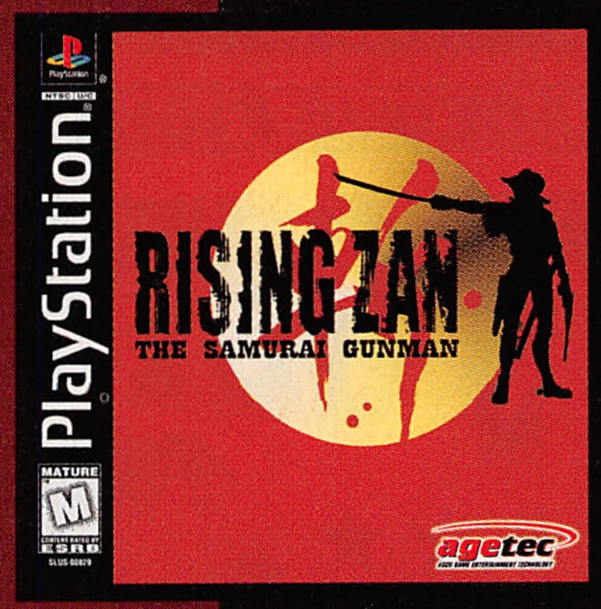
PlayStation screen shots shown.





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As you fight your way through this "sushi western" you'll solve puzzles, play mini games, deal with bizarre and deadly bosses, and earn those ever important "sexy points" you'll need to become the "Super Ultra Sexy Hero".

- Lots of 3rd person super ultra sexy action
- Use your six gun, Katana sword, or sexy combos to wipe out the bad guys
- Outrageous mini-games to play and puzzles to solve
- Hidden levels and characters
- Weird and bizarre enemies around every corner

"...QUIRKY LIKE NO OTHER GAME WE'VE EVER COME ACROSS"

–Next Generation

"...THE SORT OF OVER-THE-TOP ANIME SLASH-EM' UP THE ACTION GENRE HAS NEEDED..."

–Official PlayStation Magazine

"THIS GAME SEEMS TO HAVE IT ALL..."

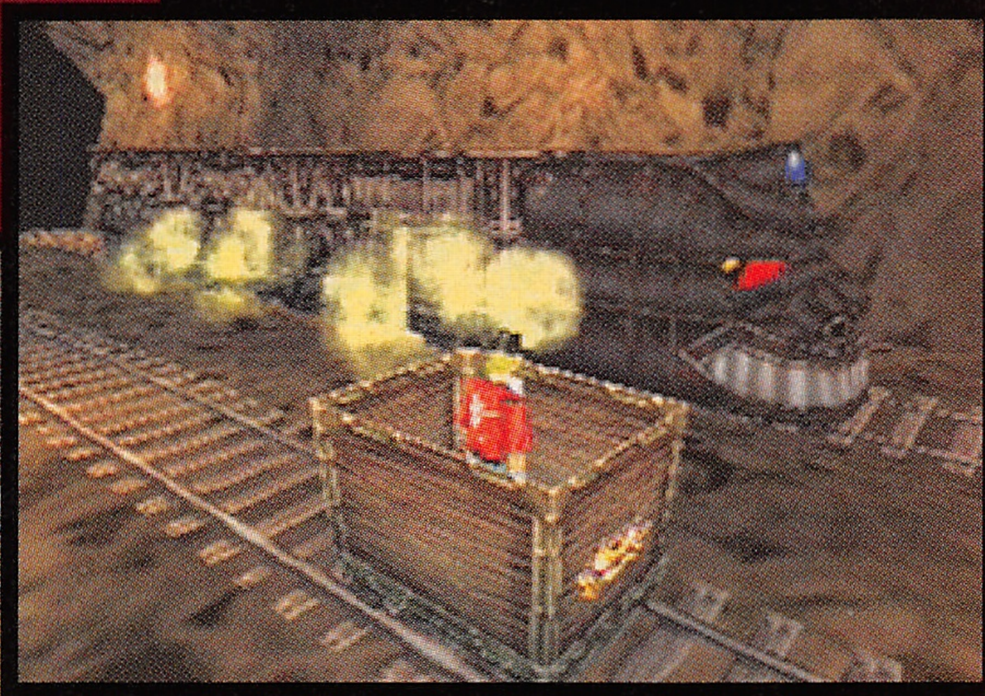
–PSM

"QUIRKY, OFFBEAT, UNUSUAL, BIZARRE, ODD, STRANGE, PECULIAR..."

–PS Extreme









PlayStation

MATURE M CONTENT RATED BY ESRB

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MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

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SALUA TUA
STALKED BY HARPOON-TOTING WHALERS

vs.

AFRO THUNDER
THE BIGGER THE 'FRO, THE HARDER THEY FALL

IN-GAME ANNOUNCEMENT BY ★ MICHAEL BUFFER ★, THE VOICE OF CHAMPIONS™

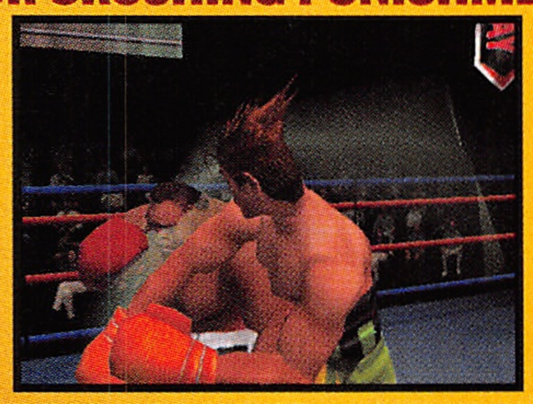
SELENE STRIKE
YOU WISH YOU COULD FIGHT LIKE A GIRL

vs.

BUTCHER BROWN
HIS MEAT COMES FRESH FROM THE RING

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Sega Dreamcast.

NINTENDO 64

GAME BOY COLOR

ONLINE STORE

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation

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Sega Dreamcast™ screen shots shown

MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

REVIEWS

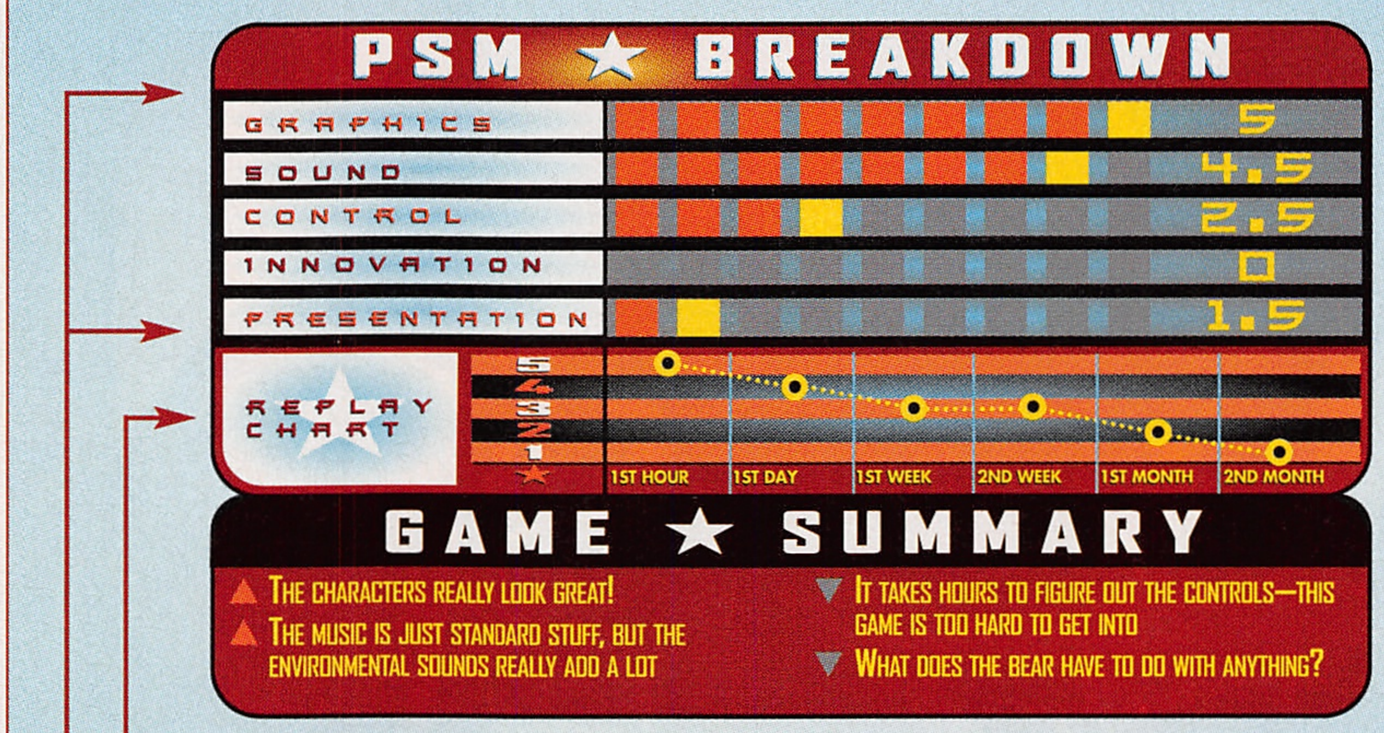
the most honest, dependable, unbiased playstation reviews on the planet—period

Yes, the PlayStation is incredible—but that doesn't mean all of its games are going to knock your socks off. Our reviews give you the total breakdown on all the latest titles, so you know when to buy and when to cry.

Games Reviewed This Month!

Championship Motocross ..... pg. 49
Dino Crisis ..... pg. 54
Final Fantasy VIII ..... pg. 47
G Police: Weapons Of Justice ..... pg. 55
Legacy Of Kain: Soul Reaver ..... pg. 57
NFL GameDay 2000 ..... pg. 55
Pac-Man World ..... pg. 48
Sled Storm ..... pg. 52
Trick 'n' Snowboarder ..... pg. 48
WWF Attitude ..... pg. 52

Breaking it all down, PSM style



These are the categories that we think are most important when rating a game. Each is rated on a scale from 1 to 5.

This is the Game Summary. It's kind of like "Cliff's Notes" for all you lazy types who won't read the whole review.

With our Replay Chart, you can see the potential lifespan of a game at a glance! Some games are great fun at first, but quickly wear thin. Others are tough to get into, but really take off if you stick with 'em. A 5 means that you will be playing it non-stop, while a 1 means its practically in the closet.

The PSM Rating Scale

We here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

What the ratings mean:

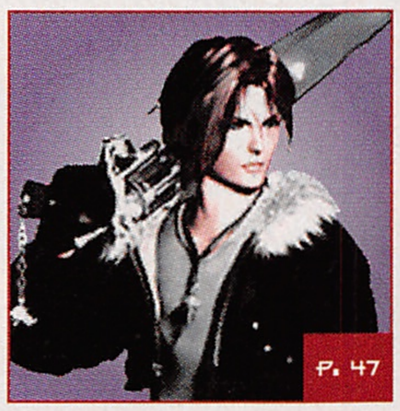
5 A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!

4 A really well-done game. If you're a fan of the genre, you should definitely check this one out.

3 A pretty good game. It has its share of rough spots, but it has some redeeming qualities, as well.

2 Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.

1 Don't even make eye-contact with this one—it's not worth one second of your time.









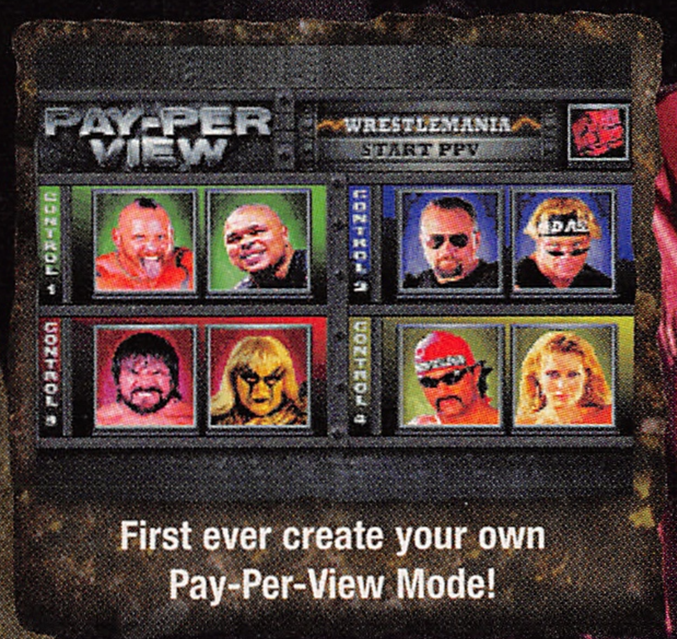
Backlog

These are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed!

Akuji ✪✪✪✪
Alexi Lalas Soccer ✪✪1/2
Ape Escape ✪✪✪✪✪
Army Men 3D ✪✪✪
Bass Rise ✪✪✪ 1/2
Bomberman Race ✪✪✪ 1/2
Bugs Bunny: Time ✪✪✪1/2
Bust-A-Groove ✪✪✪✪1/2
Bust-A-Move '99 ✪✪✪✪
Castrol Superbike ✪✪1/2
Centipede ✪✪✪
Chessmaster II ✪✪✪✪
Chocobo Racing ✪✪✪
Civilization 2 ✪✪✪✪ 1/2
Cool Boarders 3 ✪✪✪✪
Croc 2 ✪✪✪✪1/2
Driver ✪✪✪✪✪
Echo Night ✪✪✪✪
Freestyle Boardin '99 ✪ 1/2
GTA: London 1969 ✪✪✪
High Heat B-ball 2000 ✪✪✪
Jade Cocoon ✪✪✪✪
Konami 80s Collection ✪✪✪
Legend of Legaia ✪✪✪ 1/2
Lunar:SSSC ✪✪✪✪1/2
Monaco G.P. ✪✪✪✪1/2
NASCAR '99 ✪✪1/2
NBA In The Zone '99 ✪✪✪
NCAA Final Four ✪✪✪ 1/2
NCAA Football 2000 ✪✪✪
NCAA GameBreaker 2000 ✪✪✪✪
NCAA March Mad '99 ✪✪✪ 1/2
NFL Xtreme 2 ✪✪1/2
NFS: High Stakes ✪✪✪✪
Point Blank 2 ✪✪✪
R-Type Delta ✪✪✪✪
R4: Ridge Racer Type Four ✪✪✪✪✪
Rampage 2: Universal Tour ✪✪
Rising Zan ✪✪✪ 1/2
Rogue Trip ✪✪✪1/2
Rollcage ✪✪✪✪ 1/2
Rushdown ✪1/2
Shadow Madness ✪✪✪1/2
Silent Hill ✪✪✪✪ 1/2
Sports Car GT ✪✪1/2
Spyro the Dragon ✪✪✪✪
Street Fighter 2 Collection ✪✪✪✪
Street Fighter Alpha 3 ✪✪✪✪✪
Street Sk8er ✪✪✪✪
Syphon Filter ✪✪✪✪
T'ai Fu ✪✪✪ 1/2
Tales of Destiny ✪✪✪✪
Tarzan ✪✪✪✪
Tenchu ✪✪✪✪1/2
The Next Tetris ✪✪✪1/2
T.R.A.G. ✪✪✪
Triple Play 2000 ✪✪✪✪✪
Twisted Metal 3 ✪✪
Ultimate 8 Ball ✪✪✪ 1/2
Um Jammer Lammy ✪✪✪✪1/2
Unholy War, The ✪✪✪✪
Warzone 2100 ✪✪✪
You Don't Know Jack ✪✪✪✪

WWF ATTITUDE™

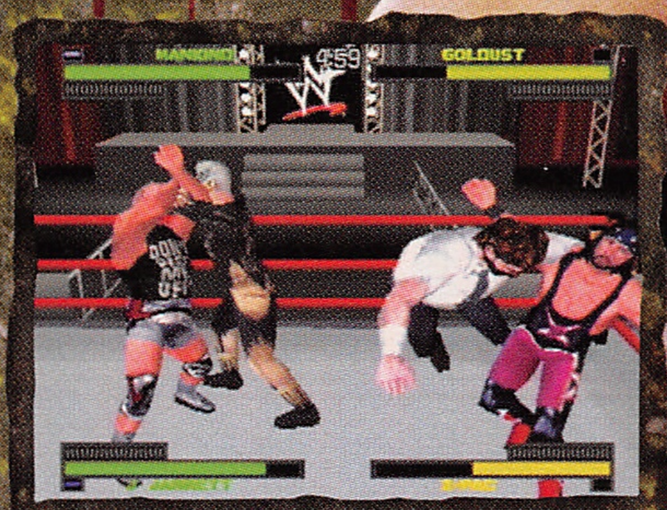
Get It!



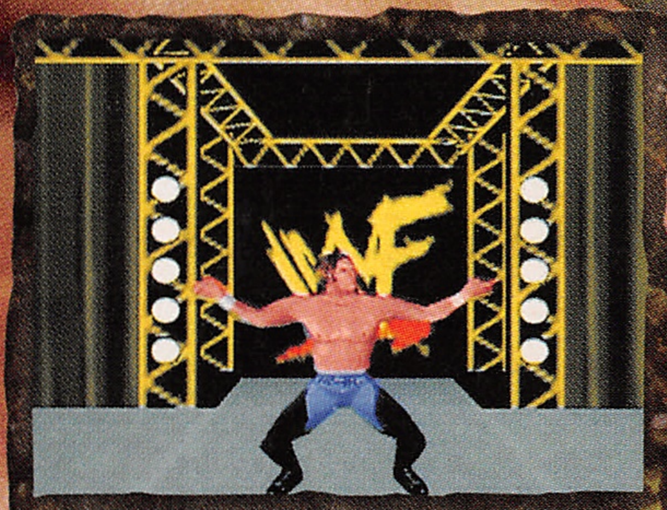
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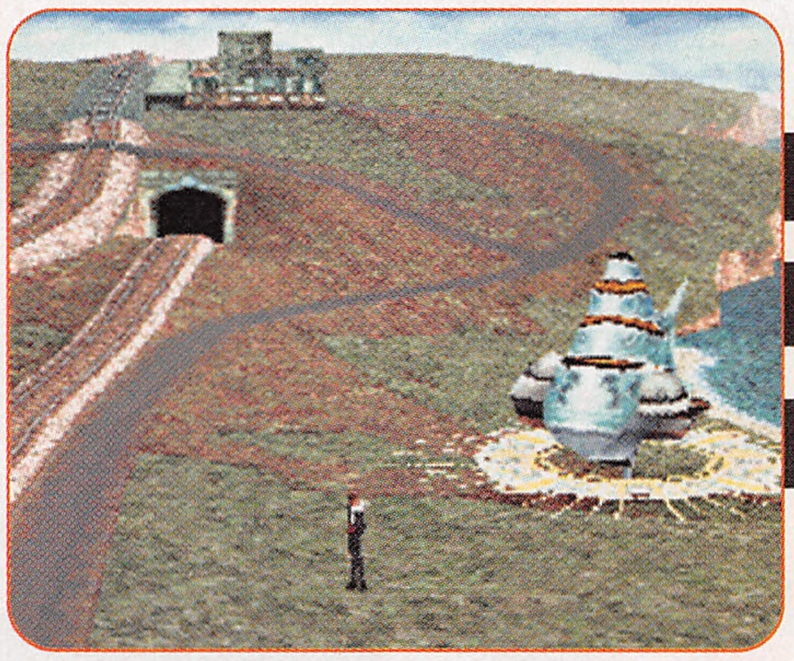
NINTENDO 64

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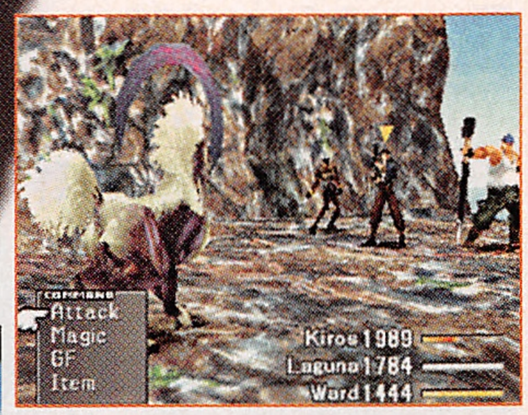
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Final Fantasy VIII







▲ During specific times, you'll lose control of Squall and his team and the game will jump back several years to the past. That's when Laguna and his two friends show up.



◀ The use of FMV in *FFVIII* is top-notch. The developers really do a good job of combining real-time graphics with pre-rendered sequences in order to make a cinematic experience.

PUBLISHER
Square EA

DEVELOPER
Square

TYPE OF GAME
RPG

◀ The world of *FFVIII* has a lot more places to see than *FFVII* did. You'll need to check out every inch of every continent if you hope to discover all the secrets in the game.

SQUARE IMPROVES THE RPG FORMULA

After what seems like an eternity, *Final Fantasy VIII* is here and, for the most part, the wait was well worth it. The game drops players into the role of Squall Leonhart, a mercenary who belongs to a specialized military school called Garden. Enlisted for various missions, Squall meets up with a unique cast of characters, from Rinoa Heartilly (his love interest) to Irvine, a gun-toting sniper with a taste of the old west. While the storyline is quite complex, the main goal of the game is to defeat an evil Soceress from the future who wants to disrupt the flow of time in the past. Sounds like a movie, doesn't it?



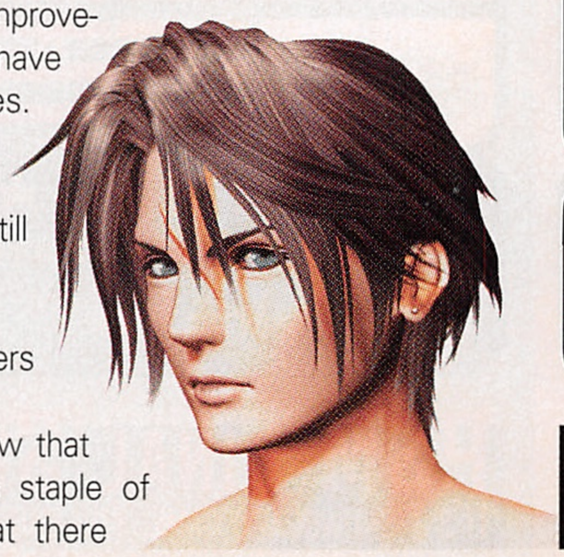
▲ Unfortunately, there still seems to be way too many random fights. This is a common complaint of RPG enthusiasts.

FFVIII's battle system closely resembles that of *FFVII*'s, but does feature some new and welcome additions. The whole idea of Materia has been dropped in favor of a more involved magic-based junctioning system. By attaching Guardian Force (summoned monsters) and spells to specific attributes, such as offense and defense, you can make characters stronger and specialize them in a specific way. And since there are so many different ways you can junction magic, there is now a lot more strategy involved than there has been in previous Square titles. To add to this depth, Guardian Force now has hitpoints, just like characters, and can gain extra abilities as they raise up in levels. The challenge to the player is figuring out which abilities the GFs should learn first.



Another major, and most noticeable, improvment to *FFVIII* would have to be in the graphics deaprtment. With the experience gained from the last *Final Fantasy*, Square's artists were able to create a lot more realistic-looking characters and environments. There are a lot of moments in this game were you are just blown away by the sheer beauty of a scene.

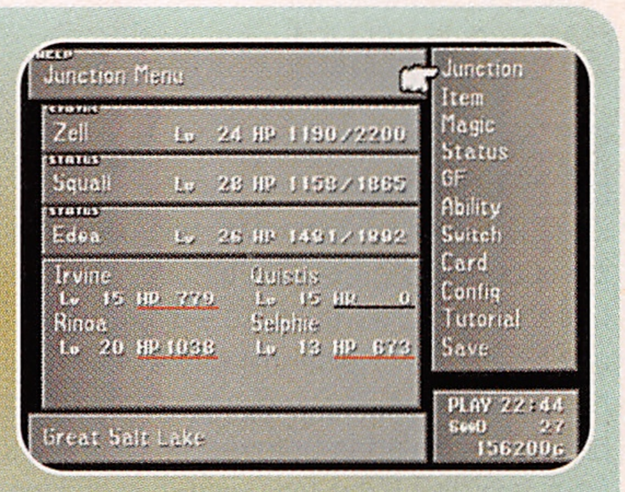
Still, despite these improvements, *FFVIII* does have one or two negatives. The amount of random encounters seems toned down, but it still gets very frustrating when you have to fight thirty different monsters just to get from point A to point B. We know that fighting has become a staple of RPGs, but we feel that there should be less of them. If you ask an RPG fan what he would change most about the genre, they would say, "have less fights". Speaking of fighting, the game doesn't seem very balanced when it comes to the bosses. You could be going along fine, defeating everything you come across with little effort, and then you meet up with a boss who is so much more powerful than you are. Square should have made the difficulty curve a little bit smoother.



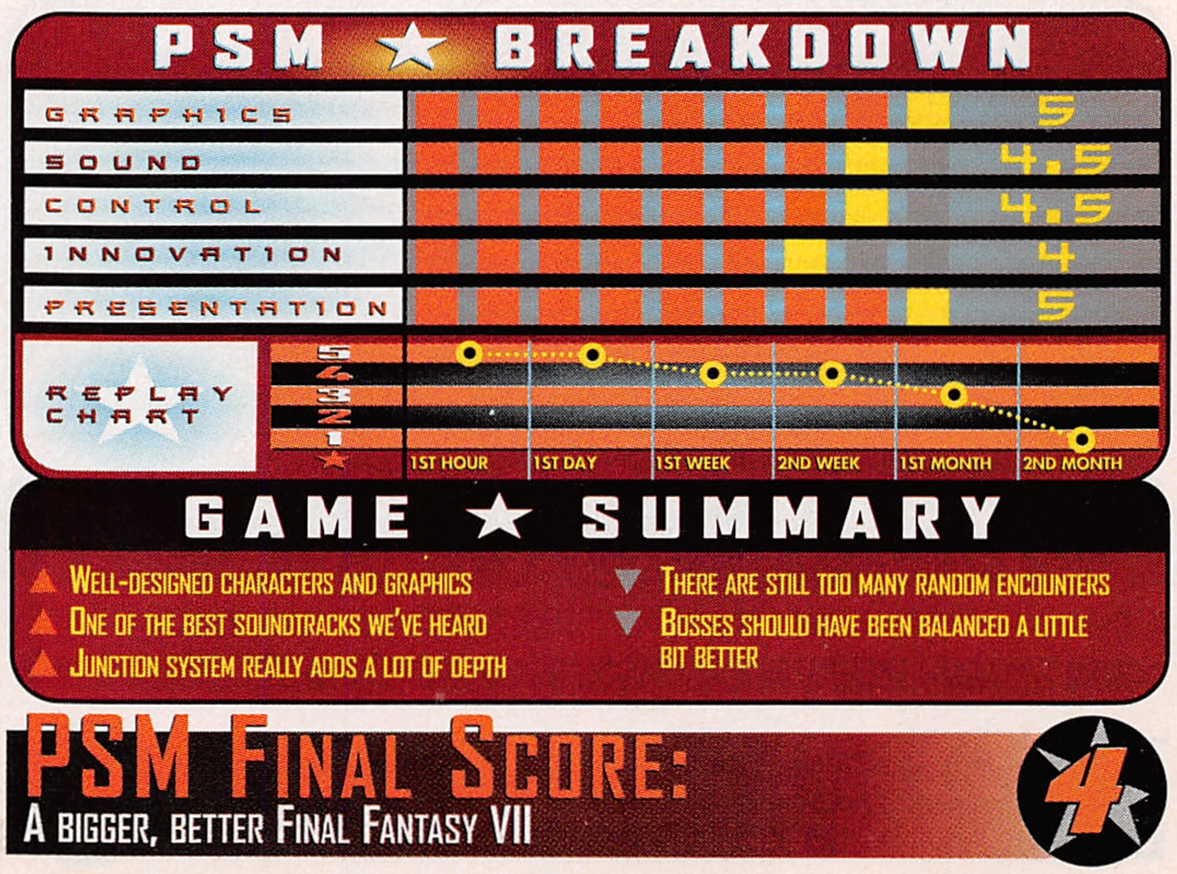
In the end, it is best to consider *FFVIII* as simply a more polished version of *FFVII*. Little refinements here and there, specifically the Junction system and the improved graphics, do warrant this "sequel", but Square will have to dramtically improve a lot more aspects of the next *Final Fantasy* title if it hopes to continue garnering the support of U.S. RPG fans. Fortunately, the involving storyline and the believable characters do make *FFVIII* a truly enjoyable experience, easily surpassing most other titles in this genre. We were just hoping for a little more.

Junction This!

One of the most welcome additions to the *Final Fantasy* series would have to be the Junction system. Not only does it provide a lot more depth to the game, but it allows players the ability to customize characters more to their personal tastes. We hope to see more innovation like this in future Square titles.



▲ With the Junction system, gamers can customize characters to their personal taste.



PSM Final Score: 4

A bigger, better Final Fantasy VII

Pac-Man World 20th Anniversary



PUBLISHER
Namco

DEVELOPER
Namco

TYPE OF GAME
Action / Platform

◀ Colorful and goofy, the levels vary from pirate ships to fun house themes.

IT'S THREE...THREE... THREE PAC-MAN GAMES IN ONE!



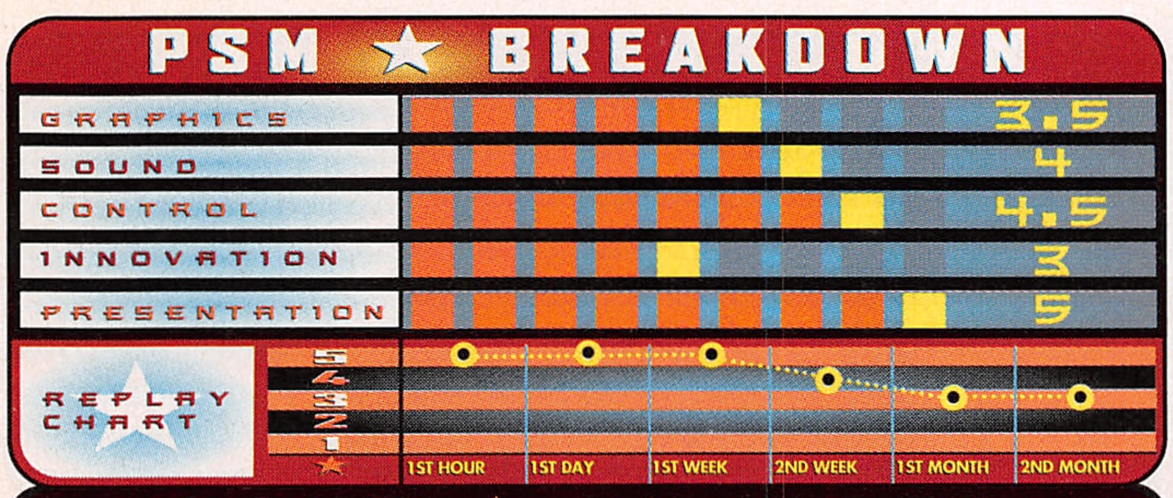
▲ He's round, he's yellow, he's hungry, but he's still not old enough to buy liquor yet!

The great American videogame icon that looks like a yellow pizza with one piece missing is celebrating his 20th birthday, and to celebrate, Namco has released a brand new *Pac-Man* adventure. A 3D platform game, *Pac-Man World* has our hero running, jumping, spinning and gobbling ghosts in attempt to rescue his friends from the evil Toc-Man, who has hidden them all over Ghost Island.

By far the best thing about the game is the simple, precise controls and ease of gameplay. Pac-Man has a turbo dash, can fire his pellets at people, and bounce on enemies with his round yellow rear end, but most of the game is tried and true running and jumping. While easily playable by gamers of any age, only practice and skill will allow you to get to the end. And even if you do manage to beat the nasty Toc-Man, you can still go back across all of the levels, trying to find all of the secrets and attempting to beat your high scores. Cameo appearances by the whole *Pac-Man* family and arcade favorites, like *Dig Dug*, add to the retro gaming bliss.

In addition, Namco has included the original version of *Pac-Man*, as well as a stand alone 3D maze mode that plays a bit like *Pac-Mania*. These modes are both as addictive as the main quest mode and add a great deal of value to the game. It's been a long time since we've seen *Pac-Man*, so it's nice that Namco did such a wonderful job bringing him back into the gaming spotlight.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Easy to learn, hard to master controls
- ▲ Original Pac-Man included for nostalgia fans
- ▲ You get to play Galaxion for a boss stage
- ▲ Loads of secrets for players to find
- ▼ Hard to tell where to jump occasionally

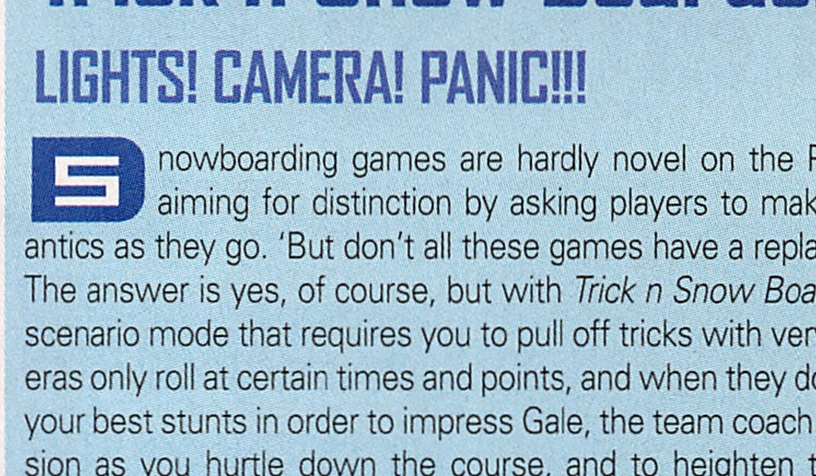
PSM FINAL SCORE: 4

Fans of Pac-Man will be glad he's back

Trick n Snow Boarder

LIGHTS! CAMERA! PANIC!!!

Snowboarding games are hardly novel on the PlayStation, so Capcom is aiming for distinction by asking players to make a video of their tea-tray antics as they go. 'But don't all these games have a replay feature?' I hear you ask. The answer is yes, of course, but with *Trick n Snow Boarders*, there is a dedicated scenario mode that requires you to pull off tricks with very precise timing. The cameras only roll at certain times and points, and when they do, you better be ready with your best stunts in order to impress Gale, the team coach. This creates palpable tension as you hurtle down the course, and to heighten that impression, the crew shouts out instructions for the cameras as you progress and comment on your performance. Dazzle them on cue and you're allowed to stay with the team (plus new characters issue challenges as side stories); fail, and you're on a plane home. Courses and options are much as you'd expect, with settings across the globe and a choice between racing for speed or tricks in both the main Alpine and Xtreme modes. If the pressure of the scenario mode proves too much, you can always go for the 2-player competition or simply slide around at leisure in the free mode. In keeping with the movie-style presentation, you can edit replays saved to the memory card. You can also customize your board, the color and style of the rider's jacket and pants and (bizarrely) even the logo on option screens. MTV shenanigans apart, however, *Trick n Snowboarder*'s most distinguishing feature is the hidden playable *Resident Evil* characters (and the option to use a link cable).



PUBLISHER
Capcom

DEVELOPER
Cave Co. Ltd.

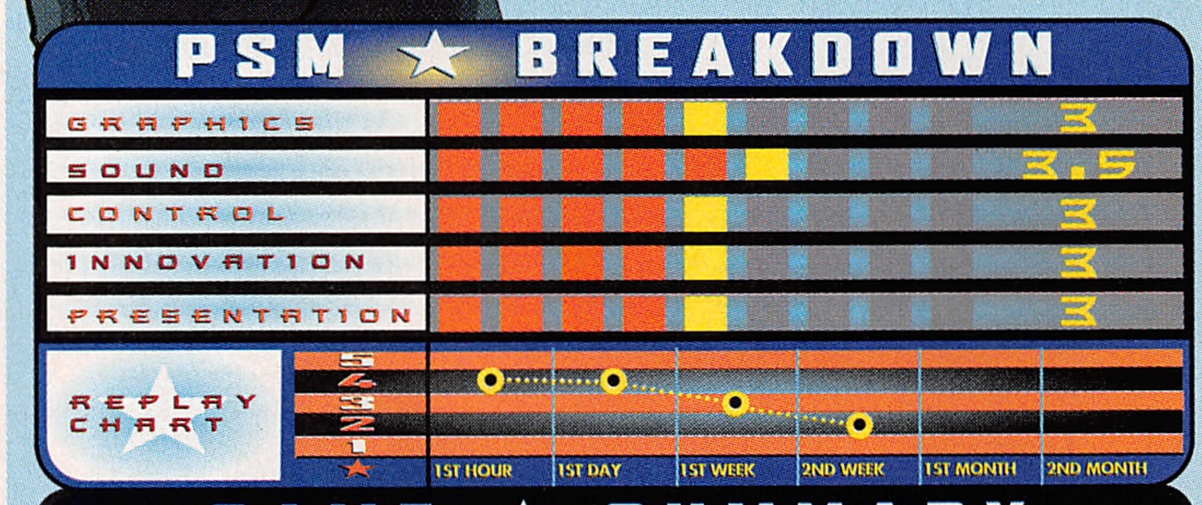
TYPE OF GAME
Racing

◀ Hitting cool tricks while on camera will make sure you stay on the team!



◀ When he's not doing snowboard films, the Director is busy making 'N Sync videos.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Manages to convey the feeling you're shooting a video.
- ▼ Cheesy storyline isn't too involving.
- ▼ Doesn't have much in the way of originality.
- ▼ Save us, Oh Lord, from this repetitious genre!

PSM FINAL SCORE: 3

It's a snowboard game. You can edit replays. Woo-hoo...

Championship Motocross Featuring Ricky Carmichael



PUBLISHER
THQ

DEVELOPER
Funcom

TYPE OF GAME
Racing

◀ Little touches, like your bike getting all muddy as the race progresses, are what make this game great.

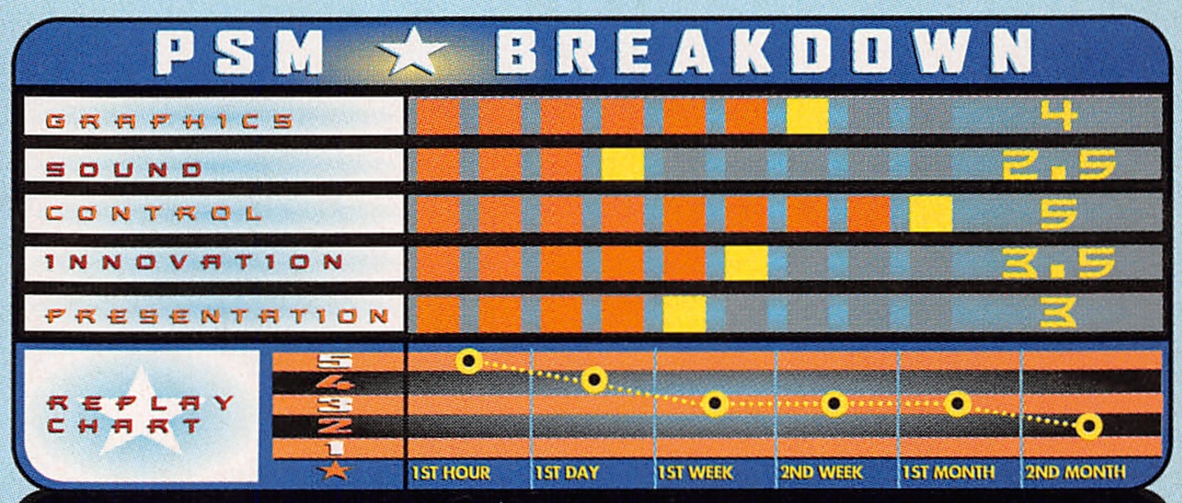
A RARE GEM OF A RACER

After putting EA's purely arcade *Motor Racer* and *Motor Racer 2* aside, all other motocross dirt bike games on the PlayStation suck. Now all that has changed with the release of *Championship Motocross Featuring Ricky Carmichael.*

Control has more to do with weight distribution than turning left or right. Pull back on the left analog stick and you pop a wheelie, push forward and you lean over your handle bars. This simple take on the control theme alone puts this title leagues ahead of the other games. The jumps are massive and they are in abundant supply on each track. The bikes and riders are made up of more than your usual amount of polygons and are very well animated. Really, this stuff is brilliant!

We can't help mentioning that the stupendous control was toned down for the release. In earlier versions of the game, the right stick on the analog pad served as the gas and break with a much more realistic acceleration feel. You actually had to lean way over the front of your bike when giving it maximum gas to keep from pulling the front wheel up and flipping over, just like the real thing. You also used the acceleration much more to control the bike rather than the "just keep X pressed" mentality of the store bought game. It certainly made things a bit harder, but was also much closer to riding a real bike. As it stands, though, *Championship Motocross* is a damn fine game, even if you're not a Ricky Carmichael fan.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Computer opponents put up a good fight
- ▲ Well designed courses range from indoor supercross to outdoor berms
- ▲ Control and physics are tops
- ▲ Great animation
- ▼ Control was better earlier in development

PSM Final Score: 4½

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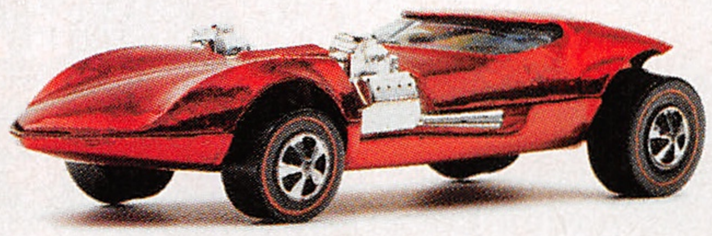
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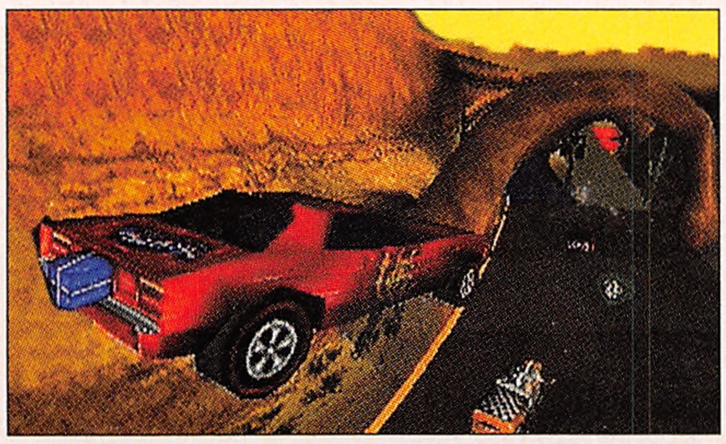


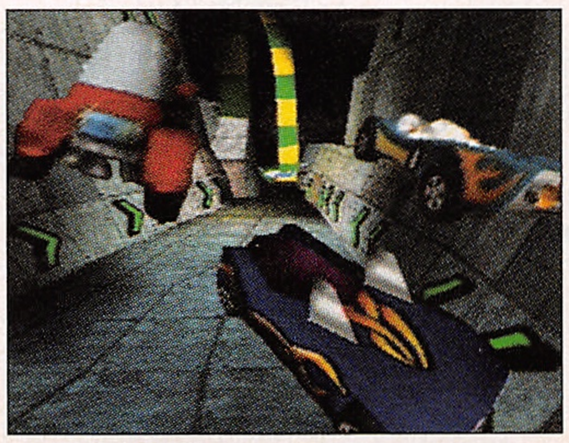
It goes 0-60 almost as fast as it goes 0-360°

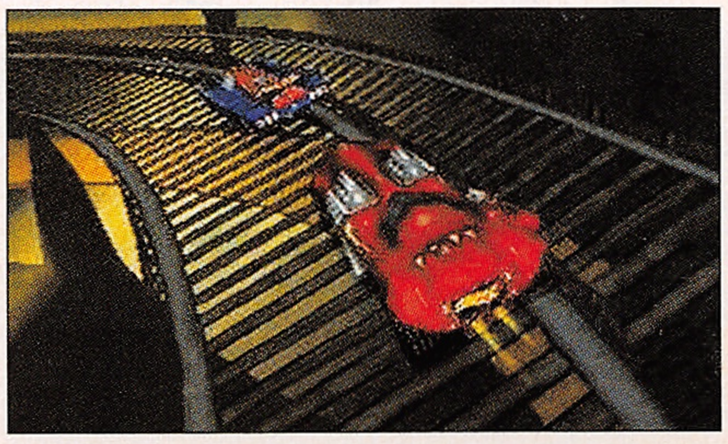
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Sled Storm



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PUBLISHER
Electronic Arts

DEVELOPER
EA Canada

TYPE OF GAME
Racing

◀ The force feedback creates a great rumbling effect over these rails. Hey, wait a minute... is this a mine cart level?

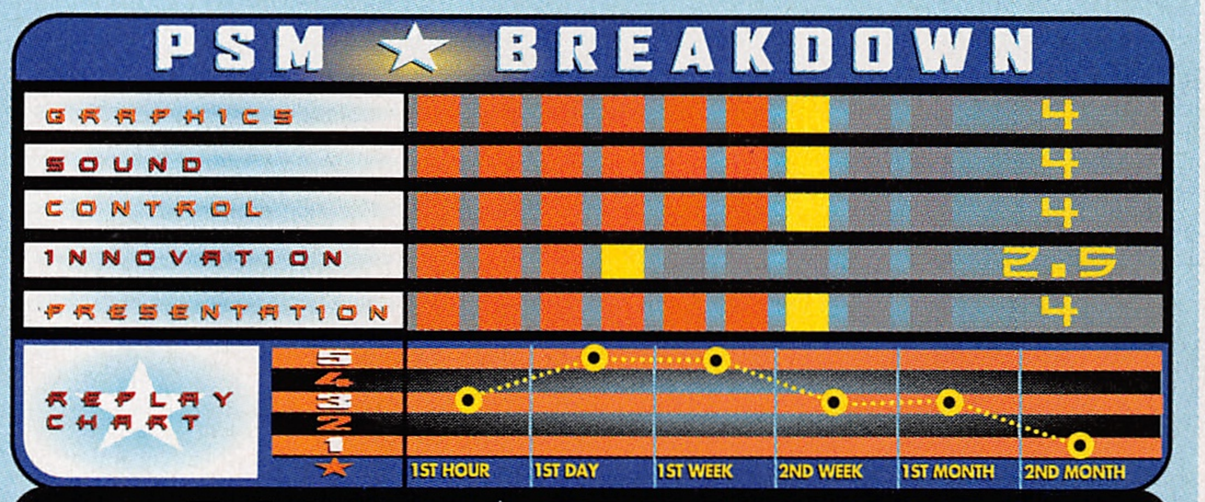
DASHING THROUGH THE SNOW...

While *Sled Storm* is the first snowmobiling game on the PlayStation, the action is so fast and furious that it could well turn out to be the definitive example of its genre. There are initially six SnoCross and eight Open Mountain courses available (more can be unlocked) and each provides quite an amazing sensation of speed. Unlike other racing titles, however, you won't slow down when you veer off the tracks, meaning there's no real incentive to keep on the path. We imagine this is intentional, though, in order to keep the races closer. And who wants to worry about staying on the set path, anyway? SnoCross is basically Motocross on the side of a snowy mountain, where tricks and jumps are the order of the day, while the Open Mountain sections might be better termed 'Open Throttle' because only first place will do here. The soundtrack is vocal and fun, including rocking muzak from the likes of Rob Zombie, etc, which really helps the pace of the game and, if that's not enough, there's the option to switch to first-person viewpoint. Just be prepared to get disoriented if you choose this, because the game's greatest feature, the myriad amazing shortcuts, means that you'll be making plenty of sharp turns and snap decisions. Snowmobiling is all about mad fun and *Sled Storm* delivers: the excellent rider animations have your guy being wrenched off the seat by the torque on starting, flailing arms and legs when jolted by opponents and taking impressively realistic falls. Best of all, there's a 4-player mode which works brilliantly, thanks to a rather smooth and consistent framerate. The L1 & L2 buttons allow for much tighter turns, much like in *Jet Moto*, with appropriate body movement from the riders and the course designs requires that you use this a good deal. There are plenty of twists and turns and some fantastically long drops, where you can stay on board just so long as you don't make contact with anything on the way down, such as a tree. Success in championship mode brings cash prizes and the chance to upgrade – from the serious tune-up palaver to the fun stuff like a snow scoop that blinds the fools behind you by chucking up more snow than usual to the rear. Skiing? Snowboarding? Pah! A Snowmobiler needs not these things.



◀ Gamers can play as either a man or a woman. Your choice affects your sled.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Really great graphics and sound
- ▲ Fast-paced action gaming
- ▲ Good use of Dual Shock Technology
- ▼ Formatted like every other racing game

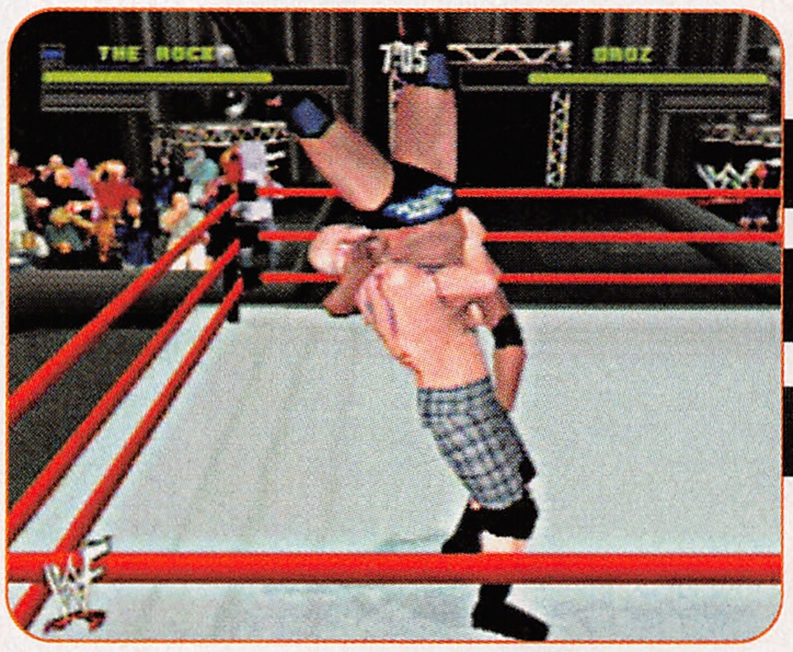
PSM FINAL SCORE: 4
A frenetic game that really rewards the adventurous

WWF Attitude

ACCLAIM LAYS THE SMACK DOWN HARDER THAN EVER

Wrestling games used to be pathetic things. They were slow-moving, with terrible frame rates, and were primitive in control and looks. In its second, serious attempt at America's new favorite "sport," Acclaim has raised the quality bar higher than ever before. *WWF Attitude* may look a lot like its predecessor, but just beneath the surface, it's drastically changed.

Doubling the amount of texture maps from *Warzone*, Acclaim creates depth and realism with more curves, muscles, shades, and details. Noticeable in all of the big-name wrestlers (30 selectable, ten bonus), players will see an abundance of new selections in the deep, robust Create-a-Player mode, which sports five body types (to last year's three), changeable noses, eyes, mouths, heads, and hair styles.



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PUBLISHER
Acclaim

DEVELOPER
Acclaim

TYPE OF GAME
Wrestling

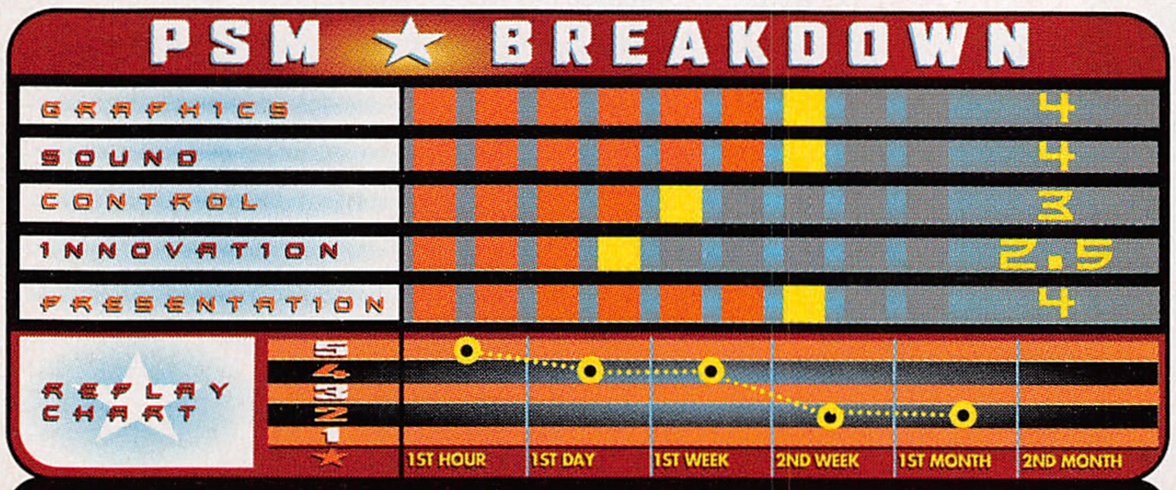
◀ *WWF Attitude* provides all the slamming action that you would expect from a wrestling title.

The Career mode is longer, featuring more bouts and more unique events, as well as an occasional two-player gang-up. Wrestlers can counter and reverse opponent's throws and moves with far more frequency, and they are able to play farther out of the ring than ever. Also, rope physics are way better than in last year's iteration. All of these additions create a more precise replica of what's going on in the real WWF shows.

A great big game with lots to offer, *Attitude* is not without its problems. The biggest one rests in the move department. Unlike a fighting game, *Attitude*'s moves are button heavy. They take too long to pull off. Also, in multiplayer matches, a problem in the tracking system prevents you from choosing the opponent you want to pummel. The ropes in the intros are totally glitchy. And in the Create-a-player mode, it's way too easy to accidently delete your perfect create-a-player.

Despite its flaws, *Attitude* is still by far the deepest, most generous wrestling game in town. And we guaran-damn-tee that you will enjoy it.

PSM ★ BREAKDOWN

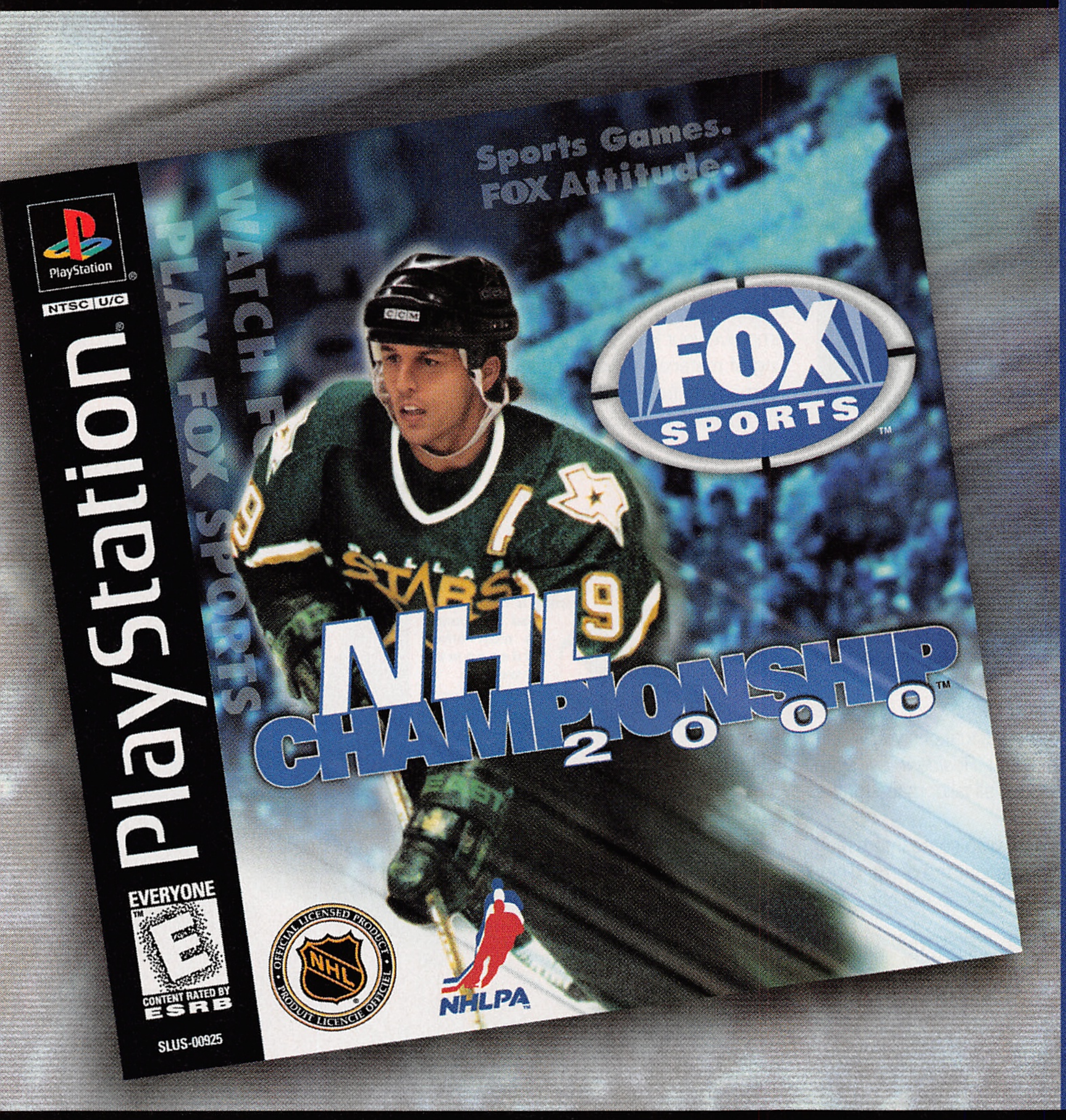


GAME ★ SUMMARY

- ▲ The sheer number of modes will keep fans addicted for a long time
- ▲ Create-a-wrestler is now even deeper with more options to choose from
- ▲ Improved graphics and sound
- ▼ Control scheme still needs improvement
- ▼ Not too much innovation here

PSM FINAL SCORE: 4
Acclaim raises the bar for sports entertainment

INTRODUCING THE NEWEST WAY TO PLAY HOCKEY

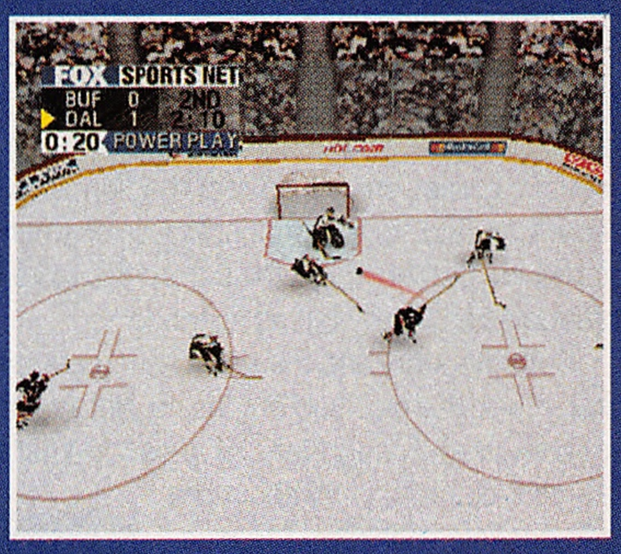




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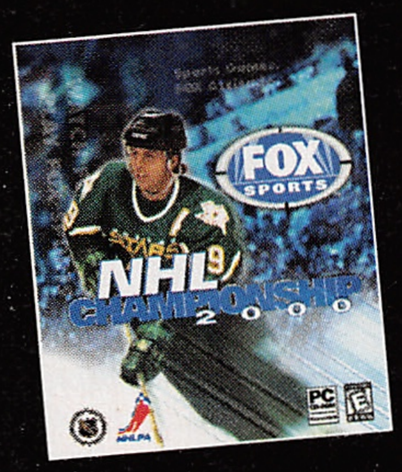


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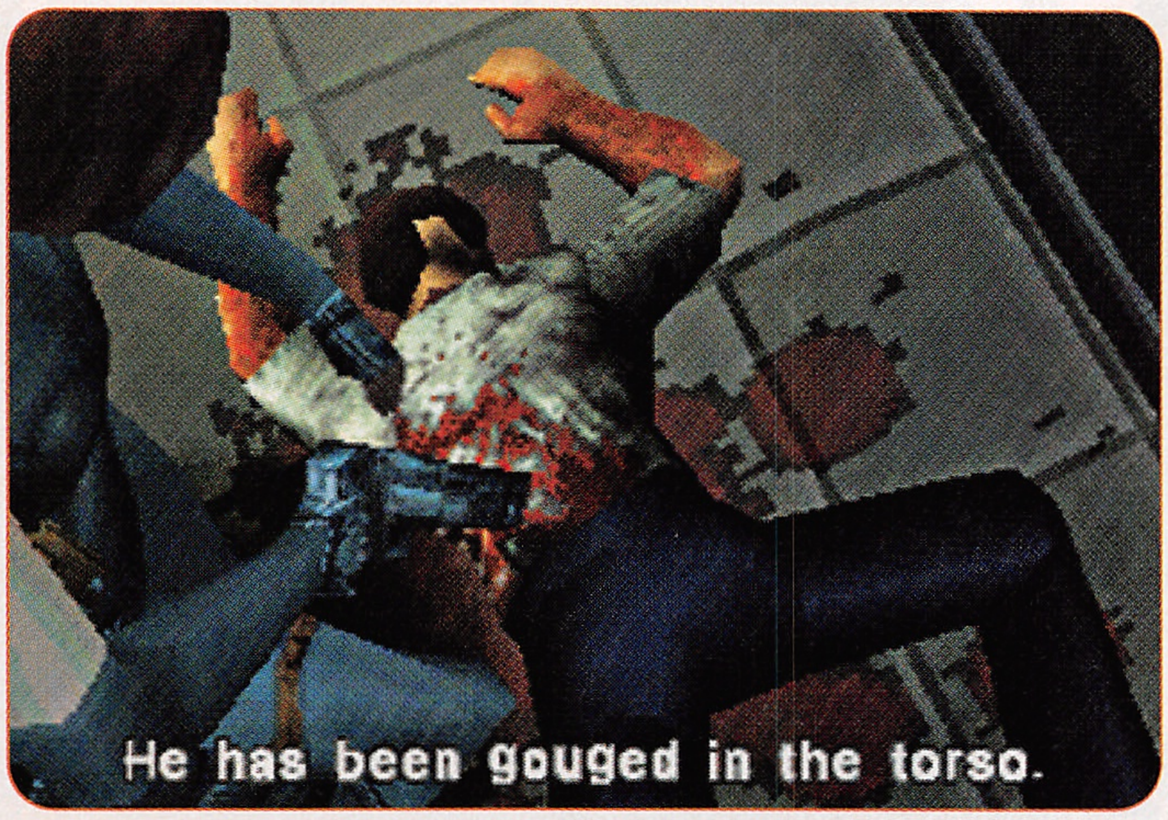
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Dino Crisis



▲ Littered around the scientific research facility will be bloody corpses in a variety of different states. This guy's only been gouged; some of the other bodies are much worse off. This game has definitely earned its mature rating.

FEMALE AGENT... LOTS OF HUNGRY DINOSAURS... NICE!

The new game from Shinji Mikami, the creator of the phenomenally successful *Resident Evil* series, easily packs in as much fun as the *Jurassic Park* movies that inspired it. As a matter of fact, *Dino Crisis* is in many ways the ultimate dinosaur game fans of *Jurassic Park* have always wanted to play. At the very least, it's a nice diversion from the zombie killing of *RE*. The cinema-inspired, tension-building camera angles and beautifully rendered environments found in Shinji's previous games are the perfect medium to present the panicky situations you would expect to find in a raptor-infested research facility. This isn't *Resident Evil* with dinosaurs, though. Everything from the story to the puzzles are all tailor made for the pseudo-scientifically based scenario.

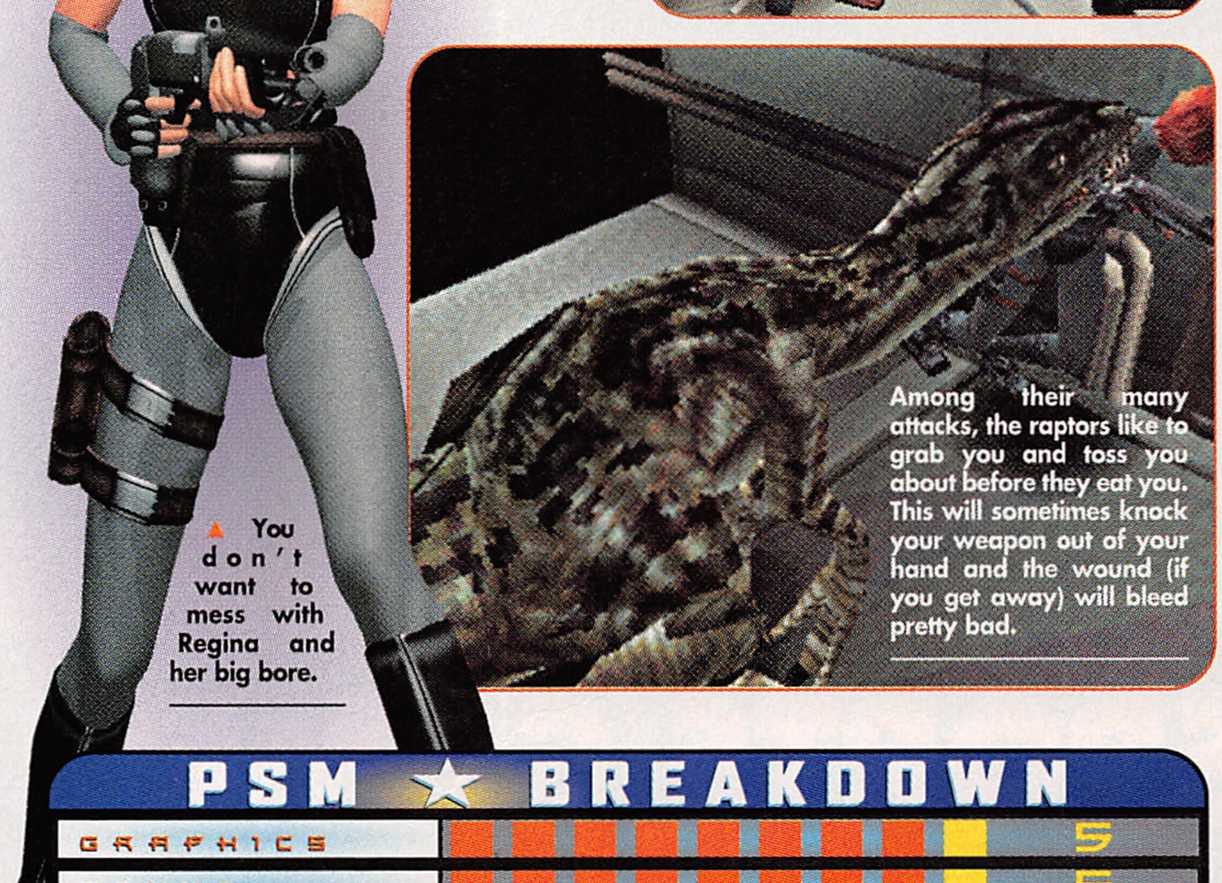
Both the story and the voice acting are far above average, with some interesting character dynamics and surprising plot twists going on throughout the game. They are conveyed through tons of in-game cutscenes that really break up the pace. You play as the smart, witty and more than capable redheaded Regina, who's constantly pulled by her two team members in different directions. These team politics provide for several branching points where you have to decide which team member you want to follow. It would have been nice if these branches had a more drastic effect on the three different endings in the game, but they do encourage you to play through at least a second time.



▶ It's situations like this that make *Dino Crisis* so thrilling.

We've repeatedly commented on the amount and quality of animation used on the dinosaurs in past issues, but with this final version of the game, we can honestly say we're even more impressed. The raptor (the most common dino) has over five or six different types of attacks, making each new encounter a little different from the last. They can also follow you through many doors, which is something zombies have never been able to figure out. You can deal with the different types of dinos in a variety of ways, including some non-lethal options. It all boils down to variety. Even the main character, Regina, has several unique animations and will even bleed if she is bitten.

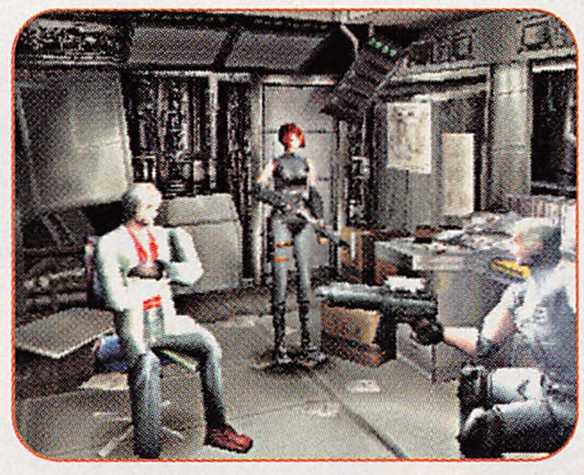
The slight annoyance of having to revisit room after room, with massive amounts of backtracking of the past *RE* games, is still a part of the gameplay, but seems far more logical with puzzles based on science rather than on the occult or some vague, unrevealed storyline. We could have used some more weapons (only three in the game), but searching for the many weapon upgrades to improve your killing ability provides some limited variety. We really enjoyed the mixing of materials which allows you to create a variety of med packs and tranquilizer dart ammo from materials you find. *Dino Crisis* also has its share of secrets and little nuances to notice, making for a complete package that is well worth your time to explore.



▼ The shotgun is the perfect accessory for Regina's leather suit.

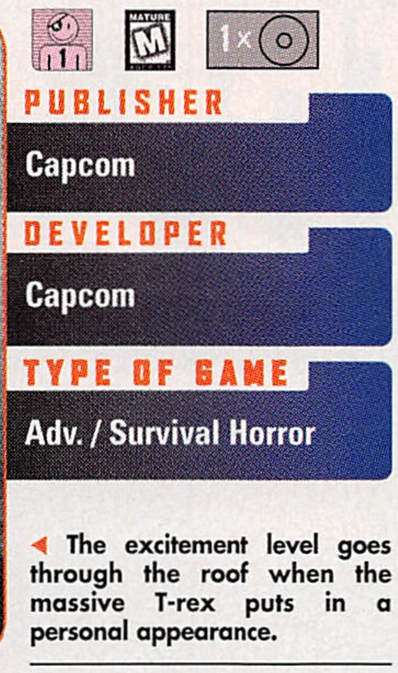


▶ You don't want to mess with Regina and her big bore.



▶ Although you're left to your own devices for much of the game, there is quite a bit of interaction with other characters. The voice acting is really quite good compared to most other videogames as well.

Among their many attacks, the raptors like to grab you and toss you about before they eat you. This will sometimes knock your weapon out of your hand and the wound (if you get away) will bleed pretty bad.



PUBLISHER
Capcom

DEVELOPER
Capcom

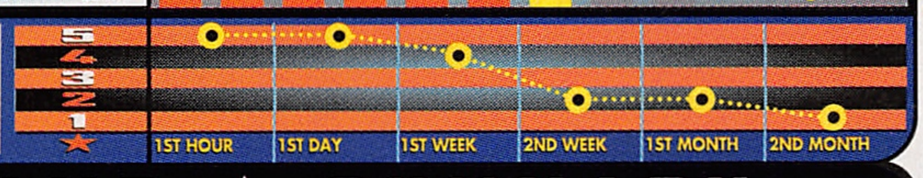
TYPE OF GAME
Adv. / Survival Horror

◀ The excitement level goes through the roof when the massive T-rex puts in a personal appearance.

PSM ★ BREAKDOWN

GRAPHICS	5
SOUND	5
CONTROL	3.5
INNOVATION	3.5
PRESENTATION	4

REPLAY CHART



GAME ★ SUMMARY

- ▲ Dinos look amazing and are incredibly animated
- ▲ Feels like you're playing a good dinosaur movie
- ▲ Several secrets make playing again worth it
- ▲ A great sounding game with creepy sound effects and stressful music
- ▼ Needs more than just three weapons despite a variety of ammo

PSM Final Score: 4½

More accessible than Resident Evil, Dino Crisis is a blast

NFL GameDay 2000



PUBLISHER
989 Studios

DEVELOPER
989/Redzone Int.

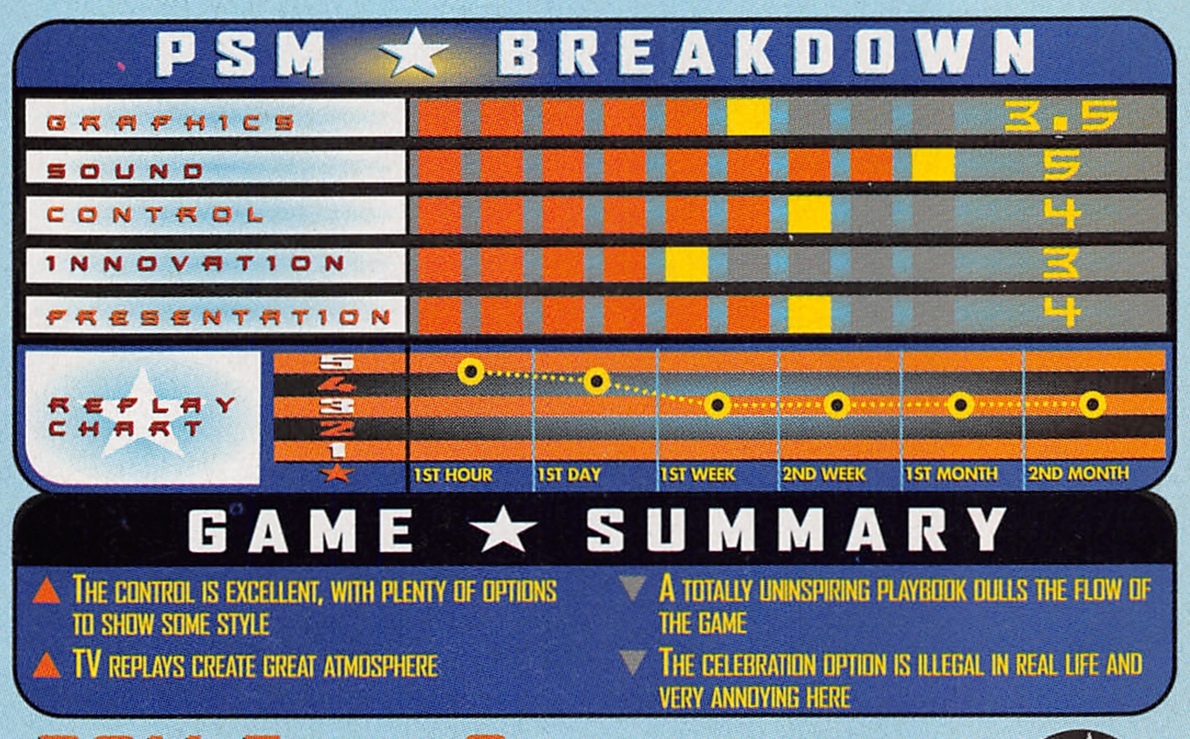
TYPE OF GAME
Football

◀ Is it a TV broadcast or a PlayStation game? Hard to tell. Guess we'll just have to wait for the beer commercial...

989 GEARS UP FOR THE NEW SEASON

With sequels in a series like *GameDay*, you expect more of everything: more animation, more plays, updated rosters etc, but what makes this year's offering stand out is the overall feel of the game. The announcing, for instance, is very good and often very specific, but even better than that are the replays. Here, significant offensive gains or defensive maneuvers are rewarded with a television-style second look, complete with an on-screen chalkboard. Complemented by authentic sound effects, this makes for a very involving game and recreates much of the excitement of the real thing. Then there are the other improvements: better animation, double the plays, a Max Pro feature for increased QB protection (a running back turns blocker), a new celebration button to really annoy your opponent, and so on. Also, this time, the manager mode allows you to create a 'Super Player' with the combined capabilities of all the best players on the market. You can have a QB with the arm accuracy of Dan Marino, the speed of running back Terrell Davis and the leg strength of kicker Jason Elam. Team building doesn't get any easier than that—so long as you can pay.

The playbook presents a couple of problems. You are shown the favored receiver for each play, but not which controller button to hit: game flow would improve if you weren't forced to check this at the line of scrimmage. Also, it doesn't default to the most obvious selections: you'd expect Special Teams to be there when you're in a Field Goal situation, but it isn't; forcing you to scroll through to find them. Long load times are also a bit irritating, but on balance, there's no denying that this latest installment makes for a truly excellent game of football.

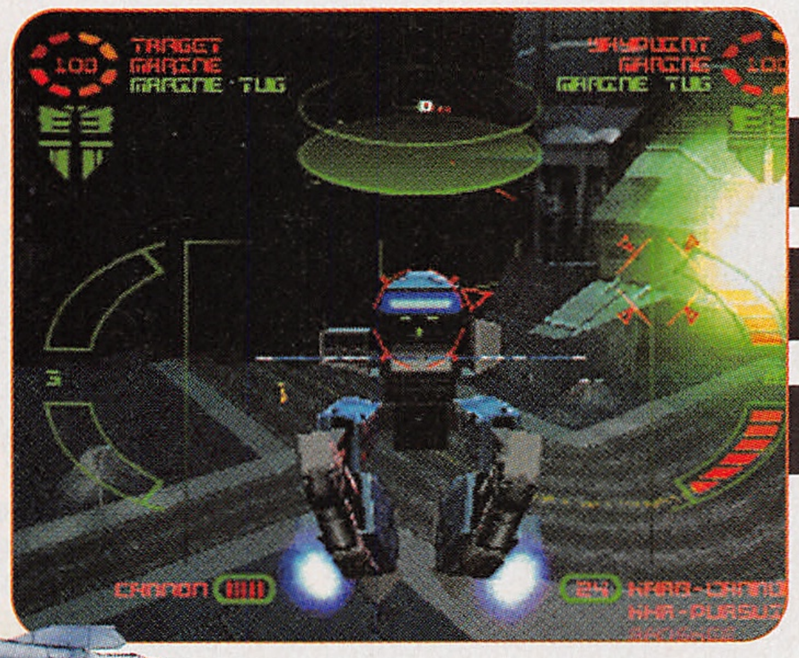


PSM Final Score: 4½
989 aims for great gameplay and hits the mark squarely

G Police: Weapons Of Justice

MORE PLAYABLE, BUT STILL NOT THE "VISION"

When the original *G Police* was first being promoted, it promised a grand vision: the first game to feature true 3D combat through a densely populated city inspired by the future Los Angeles of *Blade Runner*. It sounded too cool to be believed and it was. The action took place not on Earth, but inside large domed cities on the surface of one of Jupiter's moons. You piloted a Havoc, which behaved much like a helicopter. Controls for these ships were far too simulation-inspired to ever be much fun, although after hours of practice, they were effective. The storyline and missions were vague, causingfrustration by the third level. Worst of all, you could never see more than 30 or 40 yards in front of you.

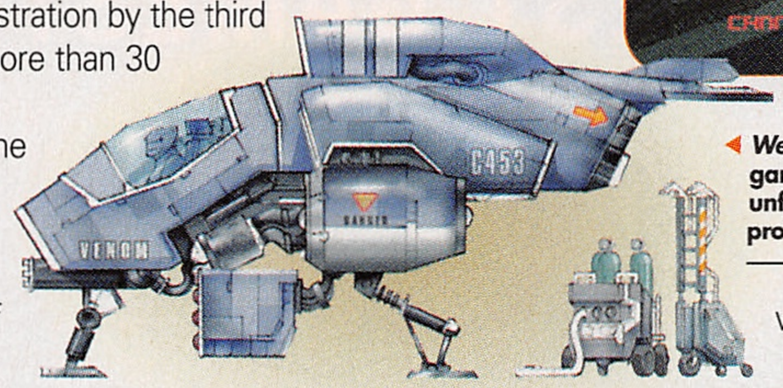


PUBLISHER
Psygnosis

DEVELOPER
Psygnosis

TYPE OF GAME
Shooter

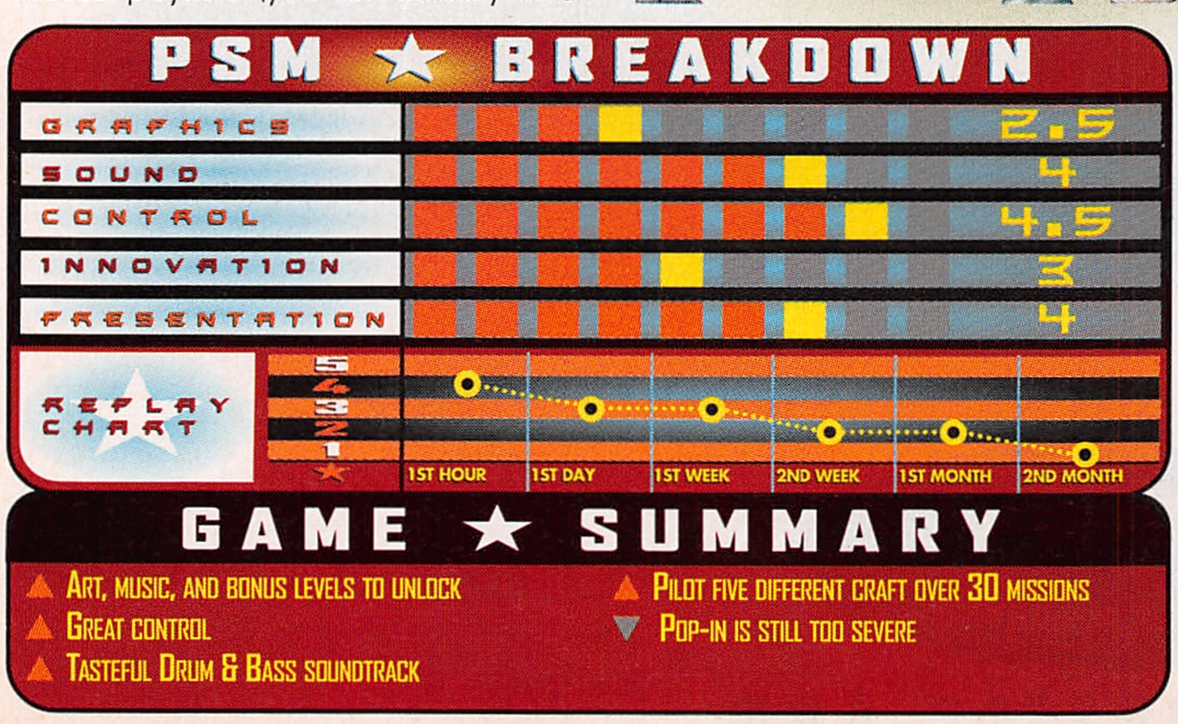
◀ The Raptor is similar to the ED209 from *Robocop*, except that the Raptor has jumping and gliding capabilities.



◀ *Weapons Of Justice* is a better game than the last version, but unfortunately, a lot of the same problems are still in there.

In many ways, the sequel is the same game, only with vast improvements in the major areas that hindered the first one. These vast improvements were only just enough to make *Weapons Of Justice* playable (you can actually finish the game this time). The interesting, easy to follow storyline picks up where the last game left off. Mission objectives are very clearly outlined, with support messages telling you where you blew it when you fail. A more diverse gameplay experience is also offered, with many more vehicles to pilot. These include a car called the Rhino, a cool mech walker called a Raptor and a Corsair space fighter. These are unfortunately tied directly to a specific mission, meaning you can't pick your vehicle, but the diversity is welcomed.

The single best improvement award goes to the re-mapped controls, which are easy to learn and fun to use while still retaining almost all of the capabilities of the original. The miserable draw-in which ruined the first game has been helped. Objects normally unseen in the distance now have green wireframes around them. This includes enemies and makes battling it out through the city scapes at high speeds possible. On the downside, it looks lame and you still can't see a building in all its textured glory until you're right on top of it. *G Police 2* is enjoyable, though, and is still the only place to find this unique type of combat. Unfortunately, it looks like it will take the power of the PlayStation 2 to really do the original vision of *G Police* justice.



PSM Final Score: 3
A G Police you can actually finish

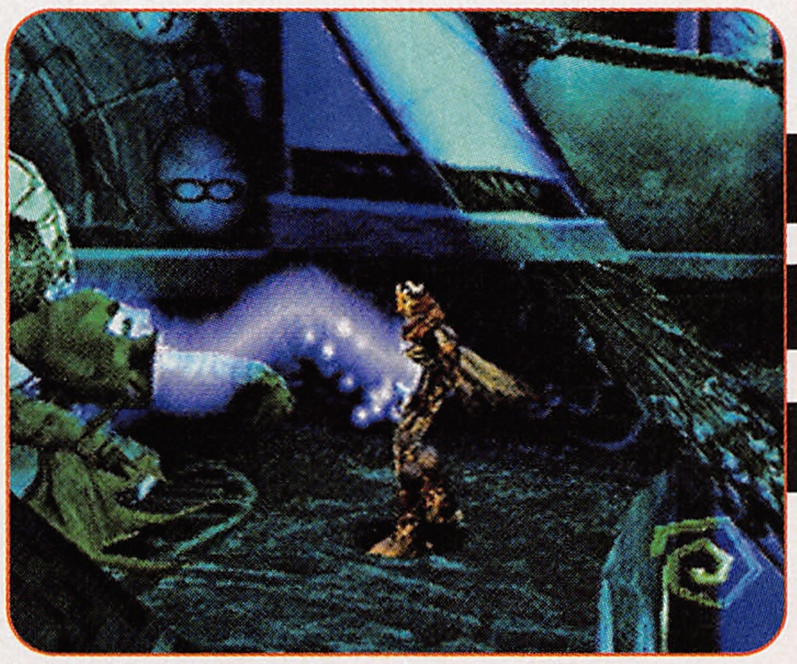


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Legacy Of Kain: Soul Reaver



PUBLISHER
Eidos

DEVELOPER
Crystal Dynamics

TYPE OF GAME
Adventure

Everywhere in the game has a spectral counterpart, even Kain's final lair.



Raziel proves that sometimes being Undead is a good thing.

The adept surely doesn't want to shave you with those cold metal blades!

Once you learn to climb walls, a whole new world opens up to you

A GREAT RIDE FOR THOSE WHO CAN HANDLE IT

The long awaited sequel to *Blood Omen, Legacy of Kain* returns players to the dark, vampire-plagued world of the first game. Beginning hundreds of years after the events that put Kain in power, the story finds the vampire lord with a cadre of undead followers who develop in his image. One of them, named Raziel, surpasses his master by developing wings before his master and Kain rewards him by casting him into the Lake of the Dead. Now as Raziel you must fight your way up to the material world and avenge yourself against your creator.

By far the best thing about this game is the fact that you could play through the entire thing without ever seeing a second of load time. As a vampire, you can not die, your body can only be destroyed, forcing you back to the spectral plane. Once there, you merely have to devour the souls of some of the unfortunate residents and return to life via the nearest handy portal. So not only do you never have to load the game from dying, there is no load time when shifting between planes, either. This feature alone makes *Soul Reaver* one of the most innovative games for PlayStation.

Most of the time you will find yourself doing typical adventure game stuff: pushing big blocks around, solving puzzles and flipping switches. The addition of the powers that are gained from devouring the souls of Raziel's brothers (including climbing walls, walking through gates and shooting telekinetic bolts) are what bring a different feel to the game.

Combat is original and a lot of fun. Like you, your enemies in the game are of the undead variety and can not be killed by normal means. Therefore, as much as you kick and punch them, they will eventually recover unless you first skewer them, throw them into fresh water, fire or sunlight and then devour their souls before they can be rejoined with their bodies. Yummy.

The graphics are beautiful, enhanced by some very nice lighting effects. The voice over talent is among the best ever found on PlayStation. Only the constant backtracking and lack of a map detract from this gem.

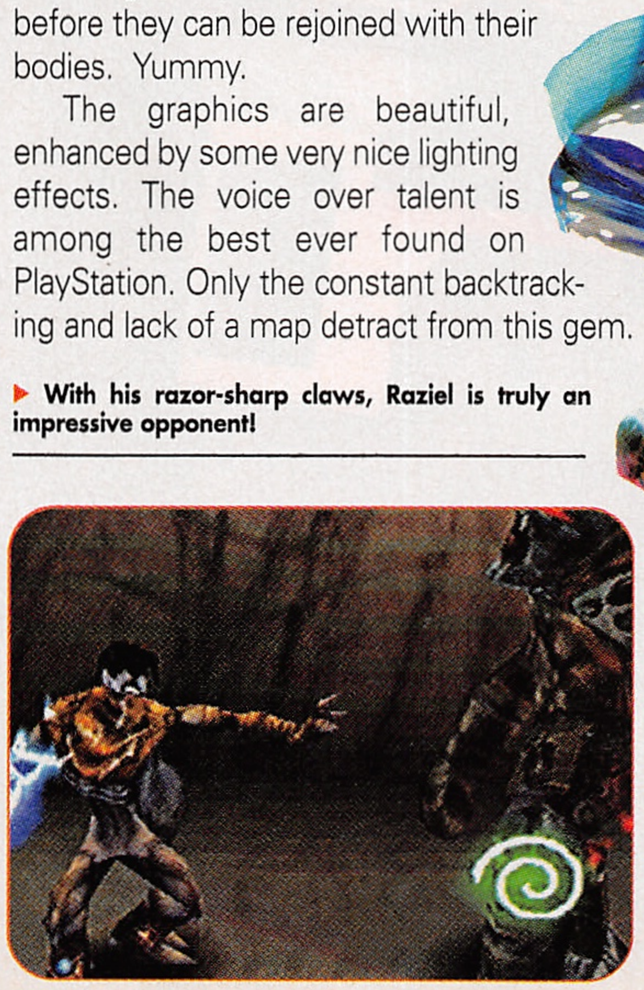


Most of the enemies are bigger and stronger than Raziel, learning how to dodge is essential.



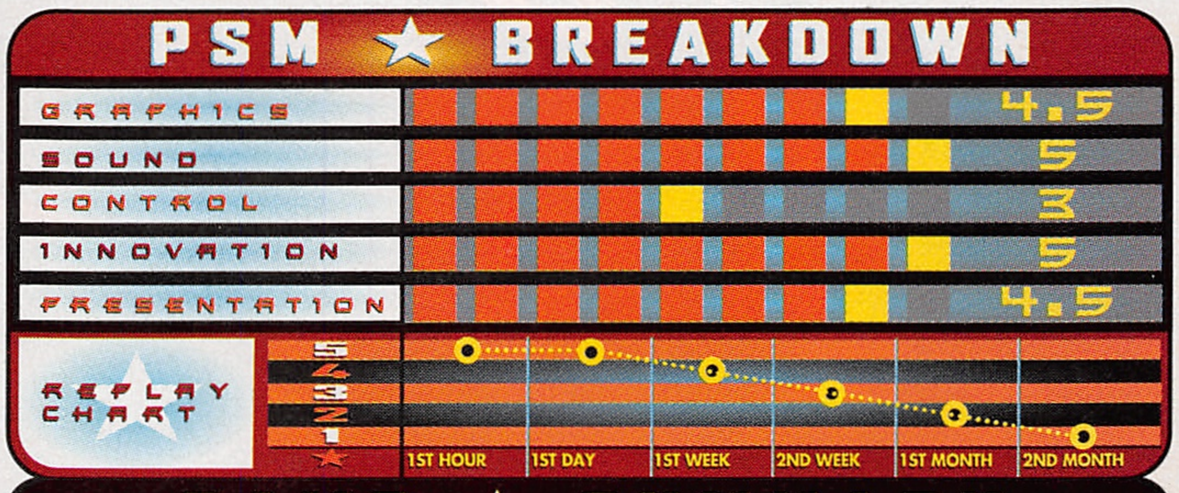
Some enemies have been impaled by humans before you get there. Pull out the weapon and it's yours, but then you wake up the vampire...

With his razor-sharp claws, Raziel is truly an impressive opponent!



Once you get the Soul Reaver, weapons become less necessary, just charge up, and fry 'em.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ GREAT GAMING FOR ADVENTURE SEEKERS
- ▲ BEAUTIFUL GRAPHICS AND WELL-ACTED VOICEOVERS HELP MAINTAIN THE ATMOSPHERE
- ▲ INTRIGUING STORY MOVES THE GAME ALONG SMOOTHLY
- ▼ NO MAP AND REPETITIVE TEXTURES
- ▼ STEEP LEARNING CURVE MAKES GAME DIFFICULT

PSM FINAL SCORE: 4

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NASCAR 2000

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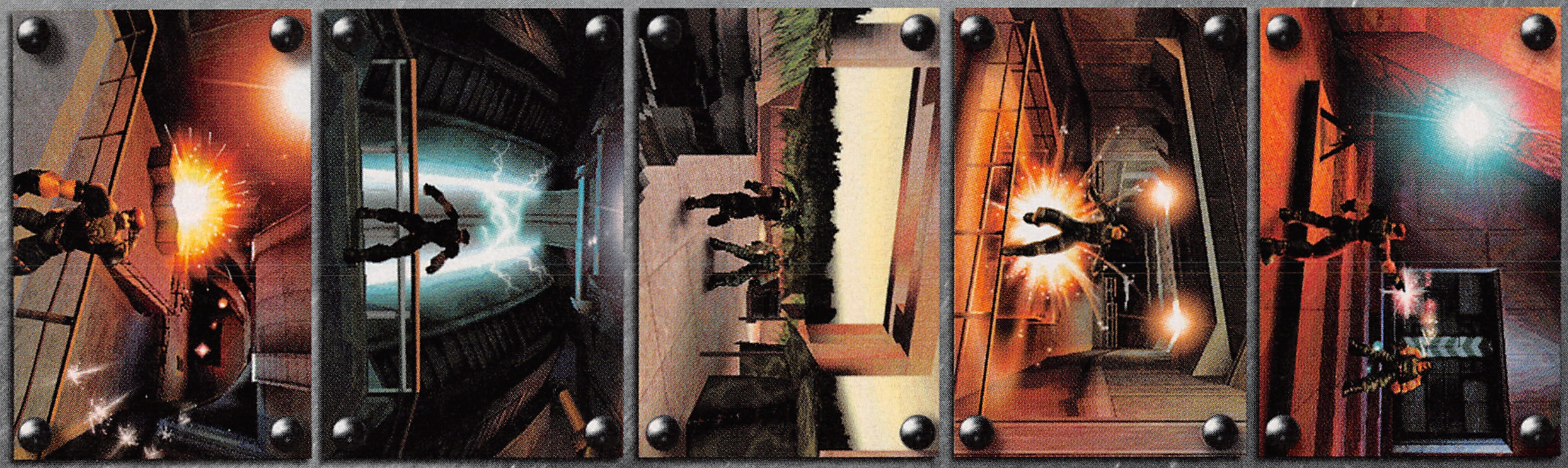
PlayStation®

EVERYONE E CONTENT RATED BY ESRB

NASCAR

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Your partners didn't make it to this mission. So waste anything that moves.

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BIOHAZARD

PlayStation



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CORE

Sega Dreamcast

Publisher Red Storm Ent.
Developer Rebellion

Release Date November
Type Action

HARD INTEL

It's possible to jump right into the action, but for those of you with a penchant for background information, this is where to come. Here, you can get the skinny on all intelligence pertinent to the mission:



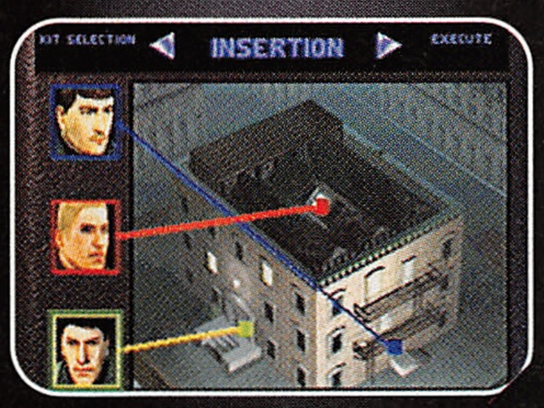
▲ Start off by learning about the troublemakers. Know your enemy.



▲ There may be only nine guys, but their abilities vary considerably. Be careful who you choose.



▲ Bar graphs replace numeric indicators and are far easier to assess quickly.



▲ This is where you set the insertion points of each of your team members. Keep them apart if you need certain areas to be monitored or bunch them together for a three person fire team.



▲ Approach a colleague and use the action button: the lads will obey the follow command and get in line behind you.



▶ The AK-47 is an effective urban combat weapon.

RAINBOW 6

It takes two to tango, but only one hero to save the world

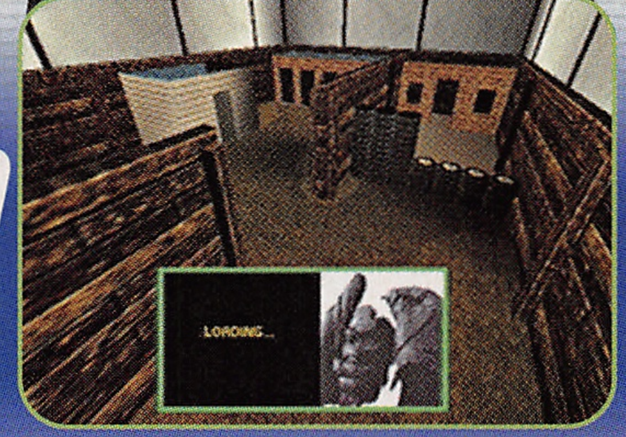
Anyone interested in shooters based on Special Forces teams will have heard of this fantastically tense and demanding PC game. The good news for PlayStation owners is that they'll be able to feel the stress of saving the world for themselves this November when it arrives on the consoles. Not that this is a port... the PlayStation version is substantially different from its PC counterpart, with the emphasis placed firmly on the action portion of the game. Gone, for instance, are the intricate (and sometimes overly complicated) planning stages. The process has been reduced to determining only the entry points for your operatives, allowing players to get on with the missions as quickly as possible. Similarly, there are now nine guys standing by, with three selectable for each mission. That means three three single-person units, although it's possible (in fact, preferable) to bunch them together into a single three man fire team by assigning them all the same entry point. Do this, and the NPCs can follow you and take the initiative when confronted with terrorists—but have them go in separately and the role of the NPCs is reduced to guarding the area you leave them at.

Weapon selection benefits from bar graphs showing the varying capabilities of each item, and this makes it easier to take the information in at a glance. Exclusive to the PlayStation game is a handy-dandy sniper rifle and several of the 14 missions are nighttime sorties: unlike the PC version, you really can't complete these without the night vision headgear. Weapons exhibit cool gunsmoke effects, but with super-alert and accurate terrorists and no auto-aim (this may still make it into the game as an option, however), you won't have time to stand around and watch the pretty swirls.

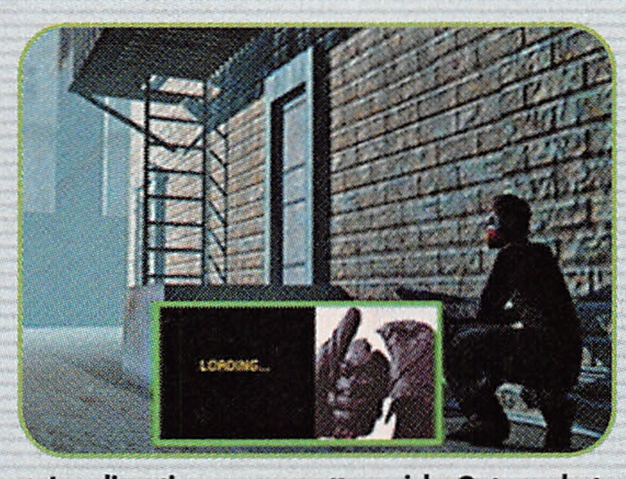
The transition from keyboard and mouse to PlayStation controller is no easy task. Right now, accurate firing while moving safely is a bit tricky. However, Red Storm is very aware of the importance of keeping control as transparent as possible so that you can concentrate on getting the bad guys. The only gripe here, and it's still early, is that with more emphasis on action, no real planning and lack of team tactics, much of what distinguished *Rainbow 6* from the competition is gone.



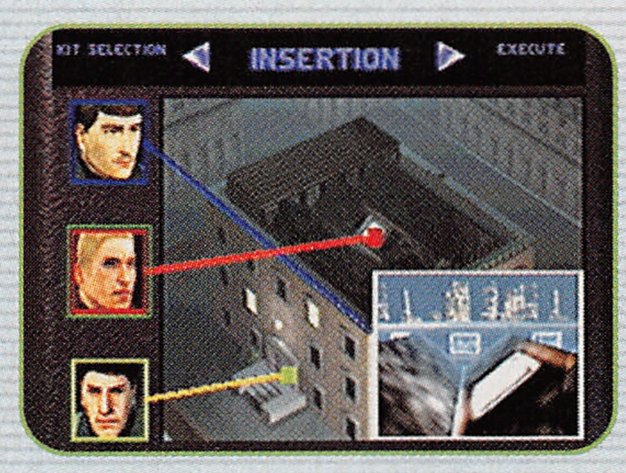
▶ Kevlar helmets and body armor greatly increase one's chances of surviving room to room combat.



▲ While the game is loading, you're treated to an animation of your guy racking the mag with ammo. Hey, it's something to watch and at least it's relevant!



▲ Loading times are pretty quick. Get ready to spring into action just as soon as this clip is full.



▶ Clicking on a team member gives you a close-up of their particular point of entry—another great improvement for the PlayStation version.

KEEPING SHARP

R6 is a tough, unforgiving game. Not even the most experienced players will be able to jump straight into the game and survive for long. Clued-up soldiers put some serious time in down at the training range.



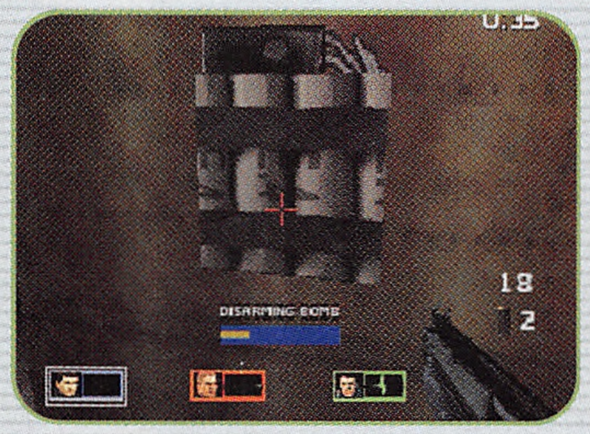
▲ Once they know you're on their tail, the enemy tends to try and use these things to flee like the cowards they are. Don't let them.



▲ This is one good-looking game—right down to serene city backdrops.



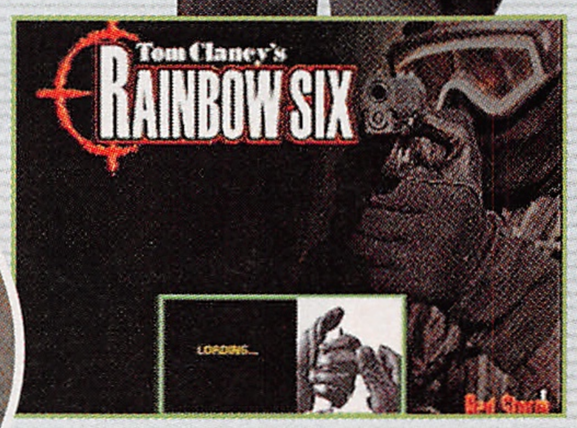
▶ Combat shotguns are referred to as room or alley sweepers.



◀ Essential anti-terrorist activities, such as defusing this bomb, are all present and correct.



▶ If you keep the entry-points separate, the NPC shooters stay in position awaiting orders and covering exits and entrances. Here, we're just checking that he's doing what he was told.



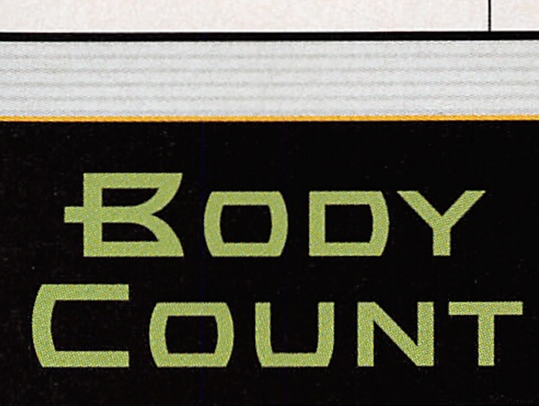
▲ The game has been designed specifically for the PlayStation—from small things, like this loading animation, right up to the overall style of the game.

Body Count

Going it alone might be OK with less sophisticated first-person shooters, but in *Rainbow Six*, good teamwork can be both safer and more effective.



▲ Step aside and bleed quietly, while your teammates give the tangos the good news.

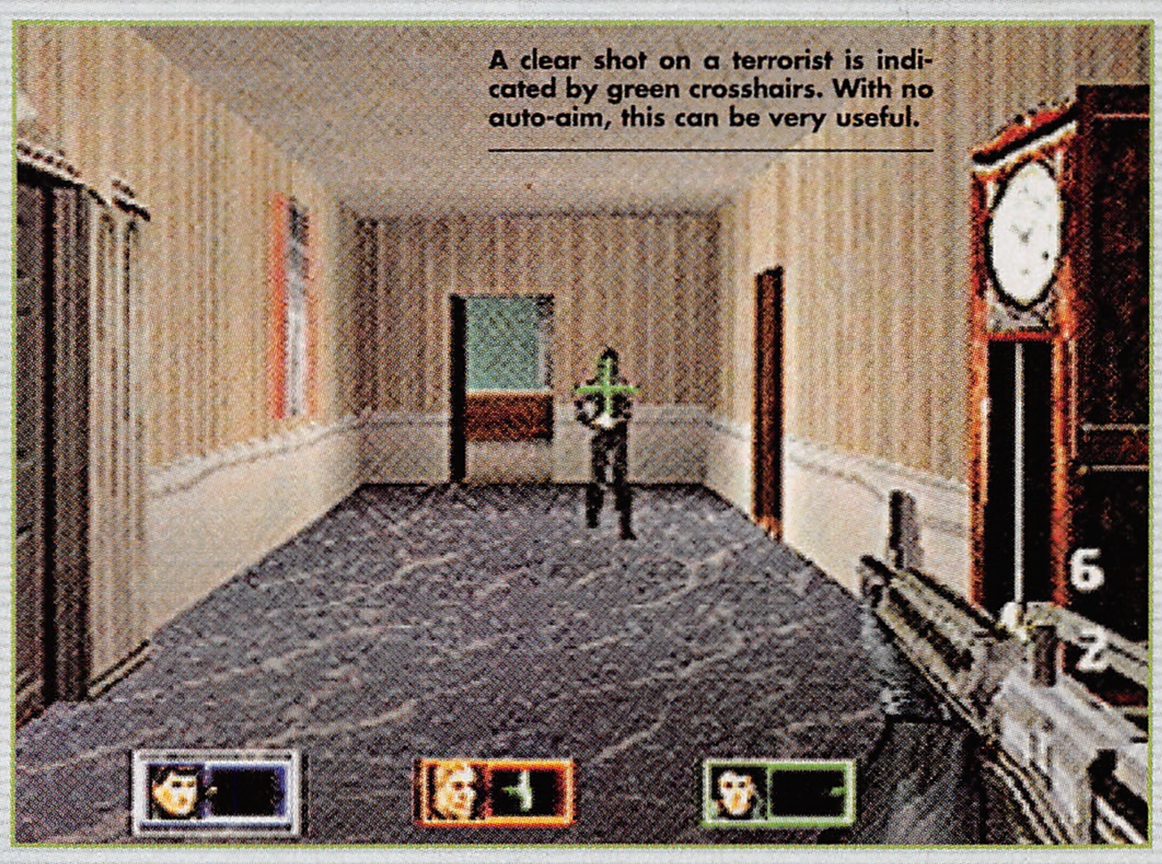


▲ It won't be long before you encounter one of these guys. This would be a good time to return fire.

▲ And this is the desired result—one fewer of those Free Europe, One World socialist types.

▲ Otherwise, you'll be seeing red very quickly. These bad boys are very good shots. Sometimes, all the body armor in the world doesn't help.

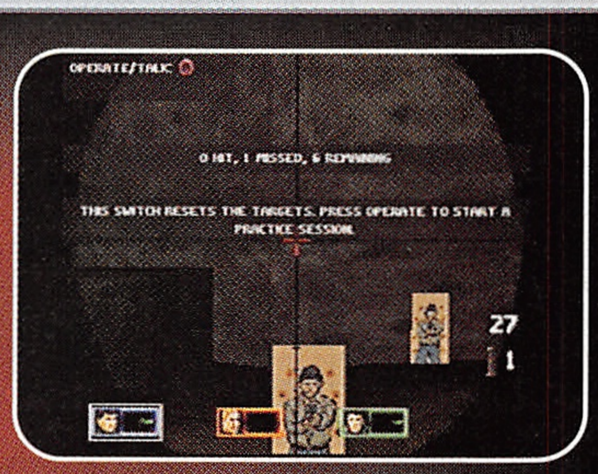
▲ This, on the other hand, is less desirable. All shooters are not the same and in *Rainbow Six*, one head shot = one dead body.



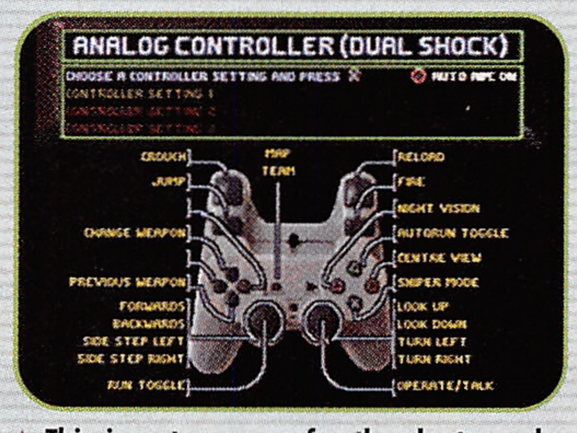
A clear shot on a terrorist is indicated by green crosshairs. With no auto-aim, this can be very useful.



▲ Operatives are required to learn all the same skills as in the PC version—this section, for instance, forces you to walk sideways (for strafing) and crouch.



▲ You can zoom onto targets for greater accuracy and you'll quickly find this is an essential skill, both in and outside the training area.



▲ This is not a game for the dexterously-challenged. Every button is used, right down to the two hidden ones below the analog sticks.



▲ This skylight is just too tempting. You have to try going through it at least once. You might want to drop a few grenades down there first, though.

department x : london

MISSION : EXTENDED

SOLID : VR MISSIONS

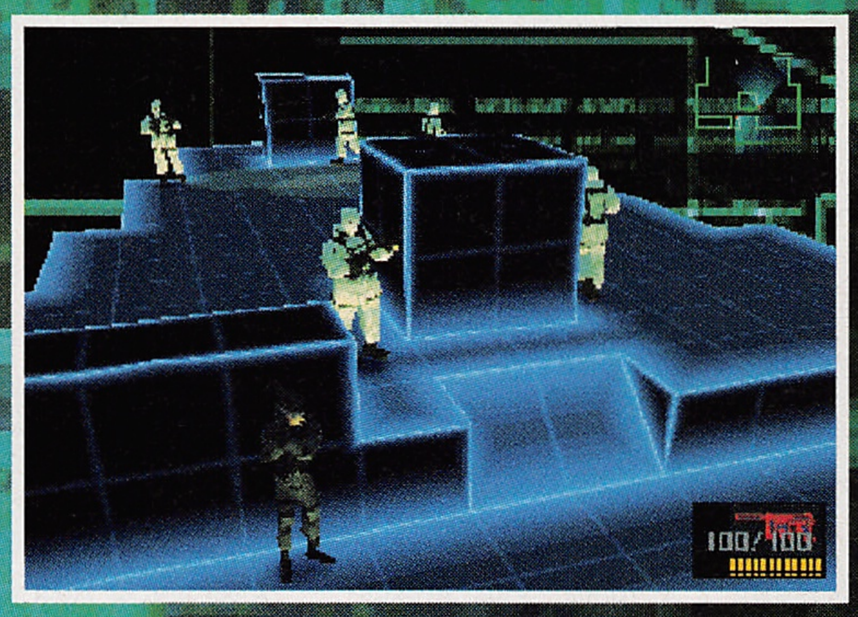
METAL GEAR

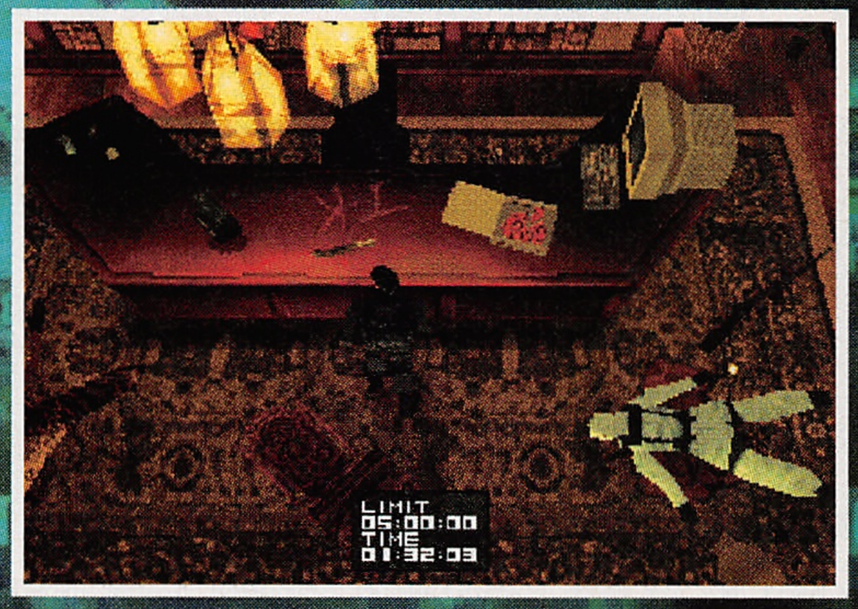
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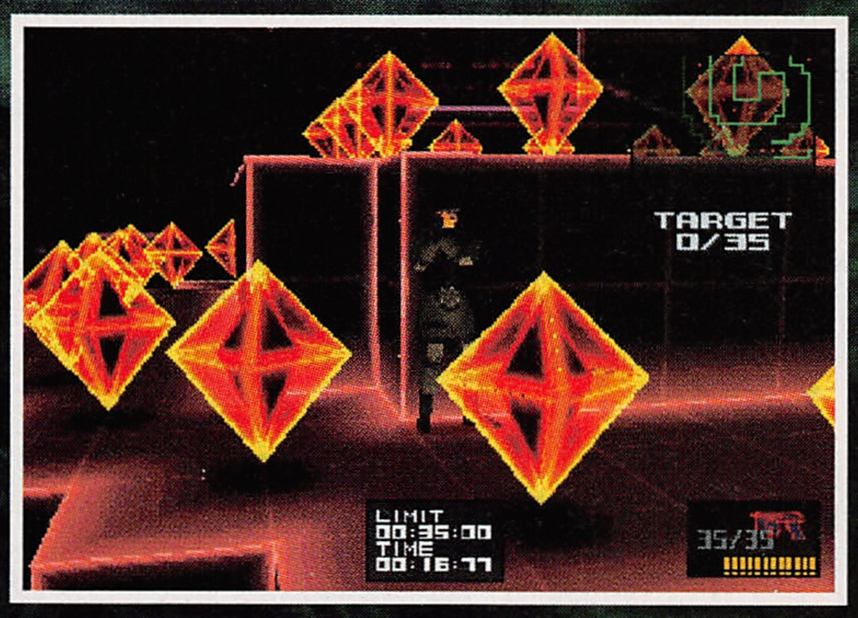
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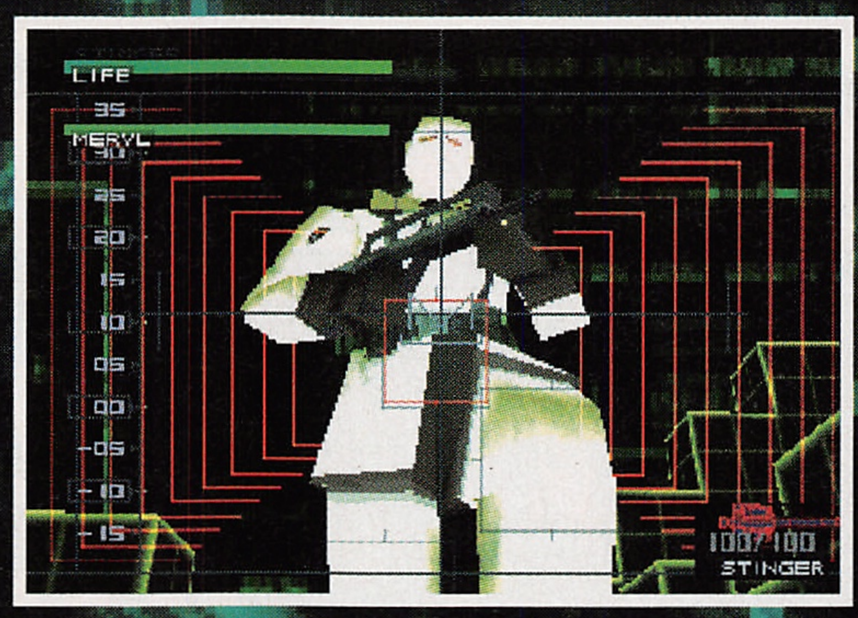
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SILENT BOMBER

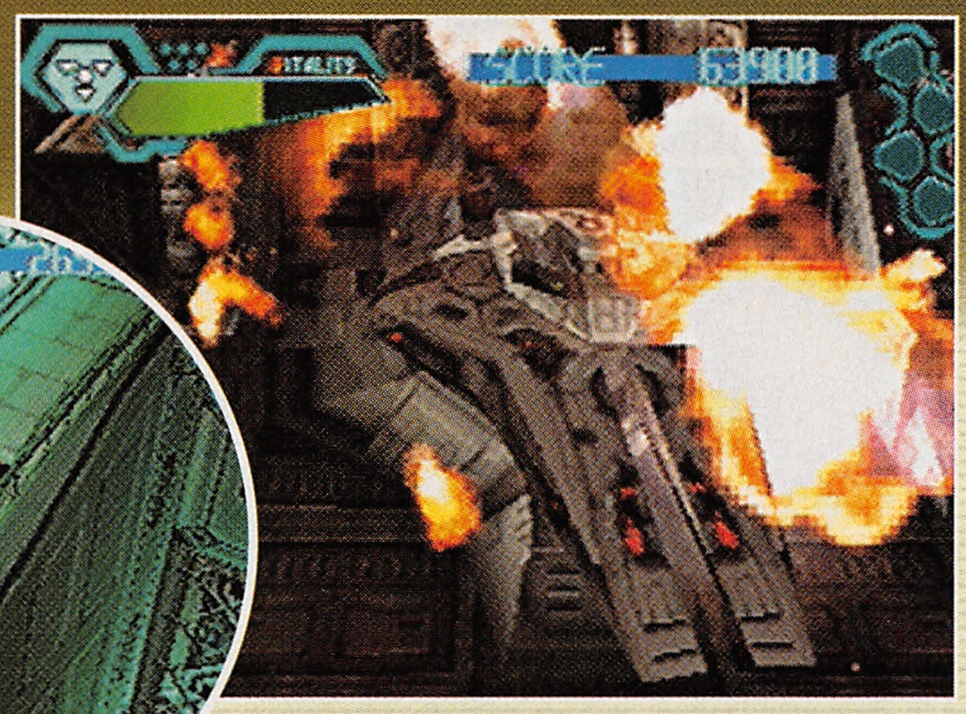
What would happen if Bomberman went on an interplanetary rampage?

Silent Bomber is shaping up to be one of the coolest "little" games of the year. The concept is both brilliantly conceived and completely ripped off at the same time. It simply takes the basic *Bomberman* mechanics—dropping bombs and setting them off from a safe distance—into an action realm more than a little bit similar to *Metal Gear Solid*.

You have lots of different kinds of bombs at your disposal, including napalm, electrical, gravity and paralysis. Choosing the right bomb for the right bad guy is half the battle. Your character can also jump, and that too provides a startling expansion of the basic *Bomberman* premise. With the ability to double-jump by bouncing off walls, the game takes on some platform elements too.

Graphically, the game looks just swell so far, but it's the intricate strategies of the bomb types, matched with the literally explosive pace of gameplay, that really makes this shine. We're looking forward to seeing a finished version of the game, and it deserves to be a smash hit.





◀ These flying drones will chase you as long as you remain in their sight. Your bombs destroy both them and their fire.

▲ An end of level boss goes down in a blaze of glory — a while after you figured out how to kill him.



◀ Using the auto-target system, the player can lock on to any object and detonate their bomb at will.



▲ A voice-over gives you important mission instructions before you head into the next level. Listen up; you'll need 'em.



▲ Real time graphical movies shunt the "story" along, and often include visits from sarcastic robots.

COUNTDOWN VAMPIRES



▲ You stare longingly at the bed, wondering if there's time for a nap before vampire armageddon. Lie down now and you'll sleep forever... heh, heh, heh...

▼ Shooting vampires in the face seems to do the trick, but like *Resident Evil*, you have to make sure they're super-dead.



So much like Resident Evil, it's scary...

With rents as high as they are these days, it's no surprise that Bandai decided to bring us a low rent version of *Resident Evil*. Featuring almost identical gameplay and extraordinarily similar graphics, *Countdown Vampires* might be uncharitably described as a clone. Uncharitably because the version we saw was at a way early stage and is kind of overshadowed by Bandai's own *Silent Bomber*, a much more attractive title.

There are plenty of freaky zombies... oops... I mean, Vampires to blast, and like *Resident Evil*, they vary in scale, appearance and danger level. Fortunately, the haunted town is filled with weapons and tools with which to destroy them. The zombies... oops, did I say Zombies again? The Vampires wander around slowly in an undead stupor, much like, uh, zombies, so they're easy targets.

The survival horror genre has been invented by, and so far, completely dominated by Capcom with *Resident Evil*, and now with *Dino Crisis*. Bandai's attempt to cash in on this market had better be good. We'll just have to wait and see.



▲ Is there something moving in the shadows there? I hope it's a kitten. A nice, soft, furry, cute kitten. I love kittens! Here kitty, kitty, kitty...



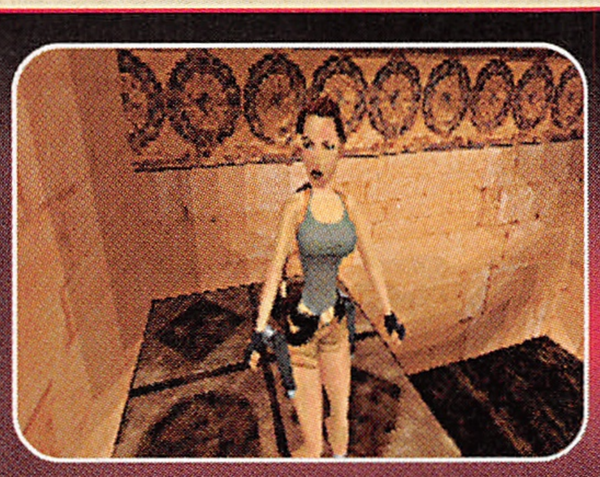
▲ Lurking in the darkness are creepy short vampires with red, glowing eyes; often the only indication that they're there. Wait a minute... short vampires?

Publisher Eidos
Developer Core

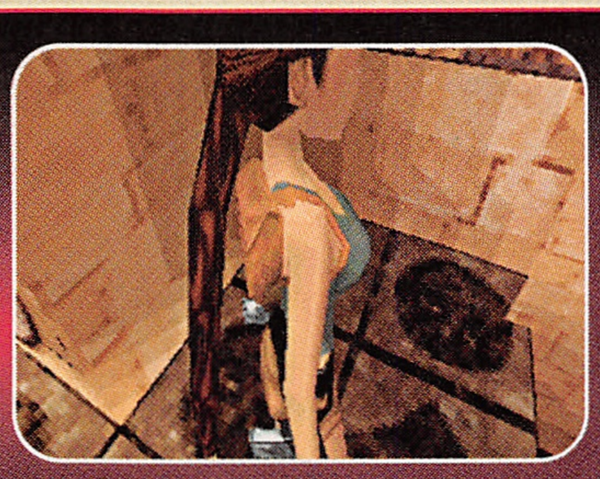
Release Date November
Type Adventure

Nice Curves

Of course, we'd never say this to Lara's face, but she's got some really *great* curves. Especially now that those swell guys at Core are using "softskin" techniques, to make sure that her joints stay together and look like they should.



▲ This is a great shot to show off Lara's smoother curves, more natural joints, and rounder... smoother... fully-packed... um, you get the point.



▲ No matter how you look at her, the new Lara model stays completely smooth and glitch free. Can you just imagine how good she'll look on the PlayStation 2?



▲ Nice butt! No, really, the designers have done a great job creating smoother curves, thanks to "soft-skinning" and texture maps. Way to go, guys!

Tomb Raider: The Last Revelation

Our first hands-on look at PlayStation's final *Tomb Raider*

Last month we broke the story on Lara's latest adventure, so we figured this month we'd better get some follow-up coverage in, before you come over and lay the smack down on our candy-asses!

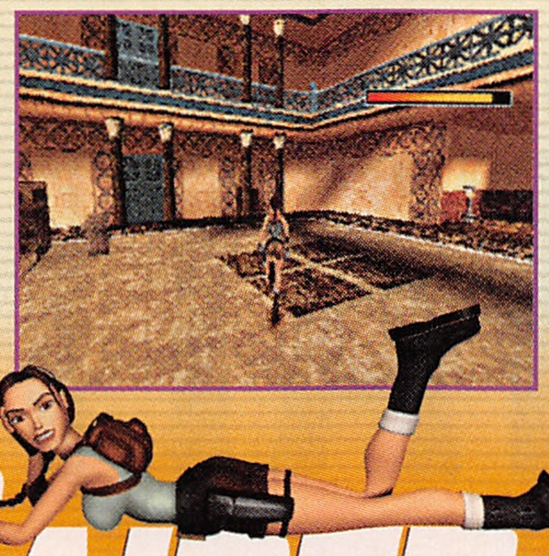
For those of you that missed out on our *TR* coverage last issue (shame on you!), here's a quick summary of what's new this time around: The whole game is set in Egypt; there is a much deeper storyline than before; Lara has new moves, like rope climbing and swinging; an inventory system has been added so you can carry special items around; there are no more switches and boxes—the puzzles are all new, and make more sense; and of course, there's the usual better graphics and lighting, and Lara herself has been redone to look much smoother.

What we didn't mention last issue is that a 16 year-old Lara will be making an appearance! See, the main bad guy in the game is the adventurer who originally trained Lara, so in the Training Mode, you get to go back to when Lara was younger and practice with him. It's kind of like in the third *Indiana Jones* movie, when we got to see a young Indy.

This month we got our hands on an early demo level of the game, which was designed to show off some of the game's many new features (all of these screens are from this demo). Although the release of the final game is coming up soon, Core is notorious for not having playable versions of the real game until the very last second. So check back next month, when we're sure to have even more on this hot title.



▶ Goodness gracious me.

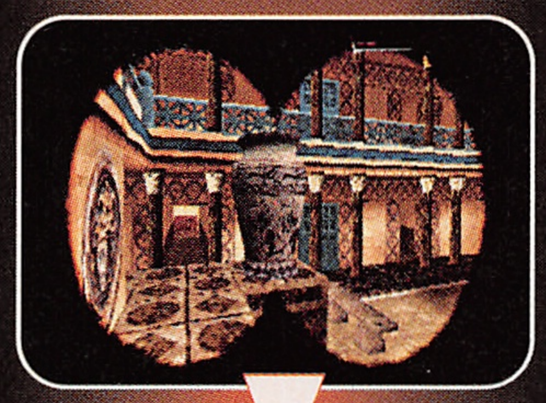


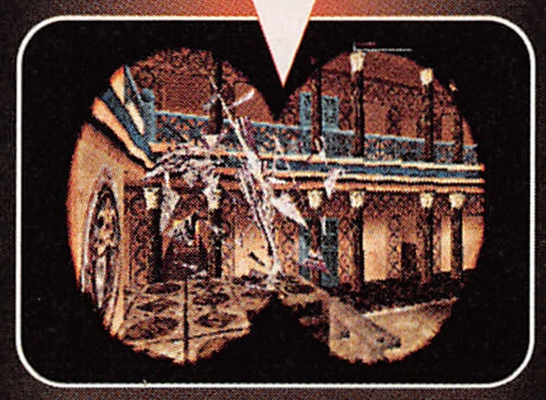
◀ The dash ability is back from *Tomb Raider III,* and you'll need it to cover great distances and solve certain puzzles.

▲ Lara's getting a lot of new animations for her new game. For example, she can now bump 'n grind her way up poles.

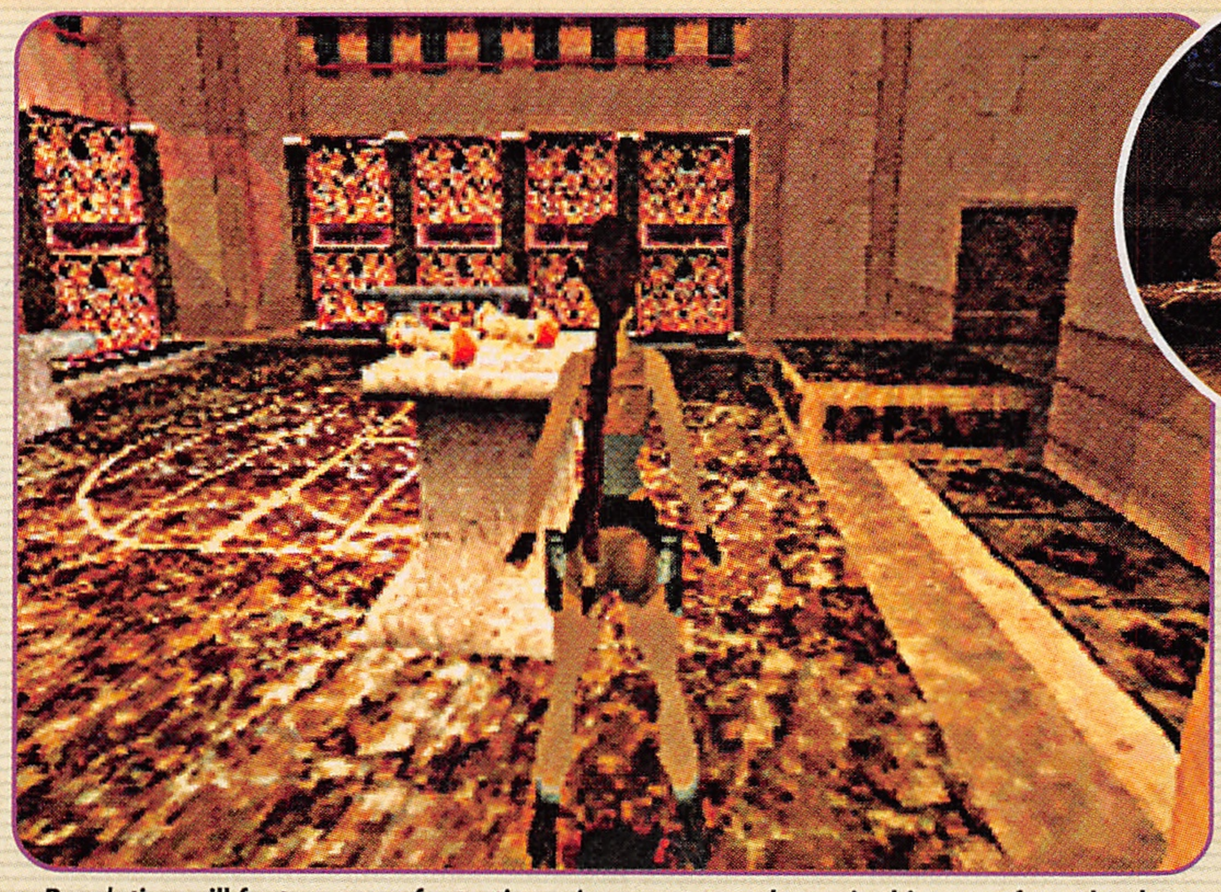
Ready, Aim, Fire!

For the first time in the *Tomb Raider* series, Lara can turn her guns on objects instead of just enemies. In fact, many puzzles will require her to use her guns creatively.

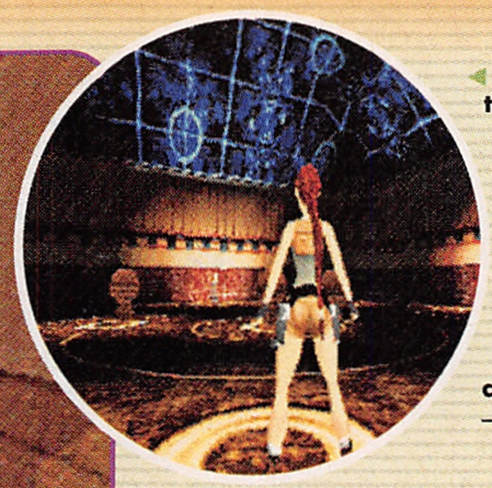




▲ Here's an example: First, Lara goes into her new "target" view, which you can zoom in with to aim at far away objects. Next, line up the red dot, pull the trigger, and BLAM—no more priceless vase! Wait... priceless? *D'oh!*



▲ *Revelation* will feature some fantastic environments, as shown in this scene from the demo. Look for puzzles that can be solved without having to run everywhere to throw switches.



◀ Even though the entire game has you searching through tombs and pyramids, you can still expect a lot of varied rooms and designs.



▲ Even in this short demo level, there was lots to explore—should be a good sign of things to come.

PLAYSTATION TO



www.ign.com

PLAYSTATION 2

Publisher Tecmo
Developer Tecmo

Release Date Sept/Oct
Type Racing Sim

1-2 | EVERYONE | 1 x CD

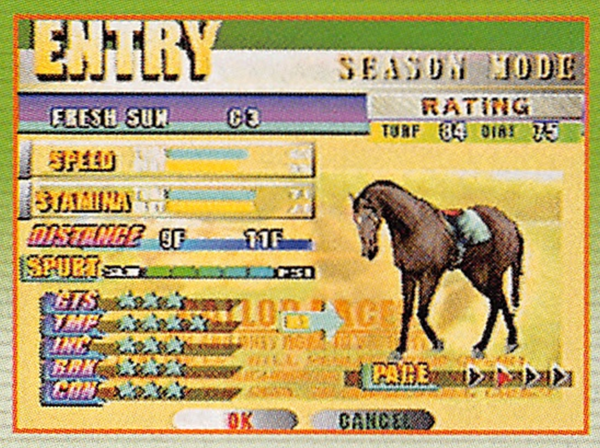
GALLOP RACER

The most fun you can have with a horse—Well, legally, anyway

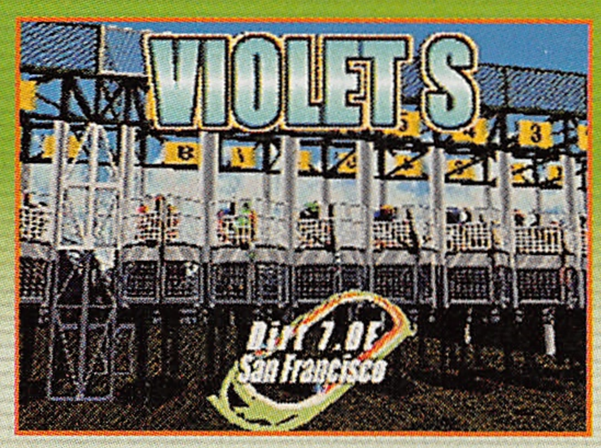
Over in Japan, horse racing is one of the few activities where betting is legally permitted. As such, it has a huge following and game versions are always tremendously popular, with fierce competition between the *Gallop Racer* and *Derby Stallion* series. Well, get ready, because Tecmo is bringing its third *Gallop Racer* game to the US in a satisfyingly complex package of simulation and arcade equestrian fun. On the arcade side, players take charge of their chosen steed and guide it to victory over a huge number of authentic US tracks. Tactics are crucial here and range from simply wielding the crop (whip), to more involved tactical positioning. On the simulation side, a vast number of parameters are present affecting all areas of the game: horse characteristics, track length and condition and prevailing weather all have significant impact on the outcome of each and every race. There is an option to create 'original' horses from your existing stable and a quick-access 2-player mode for those more inclined to action. *Gallop Racer* is scheduled for a September release and may well set the benchmark for its genre.



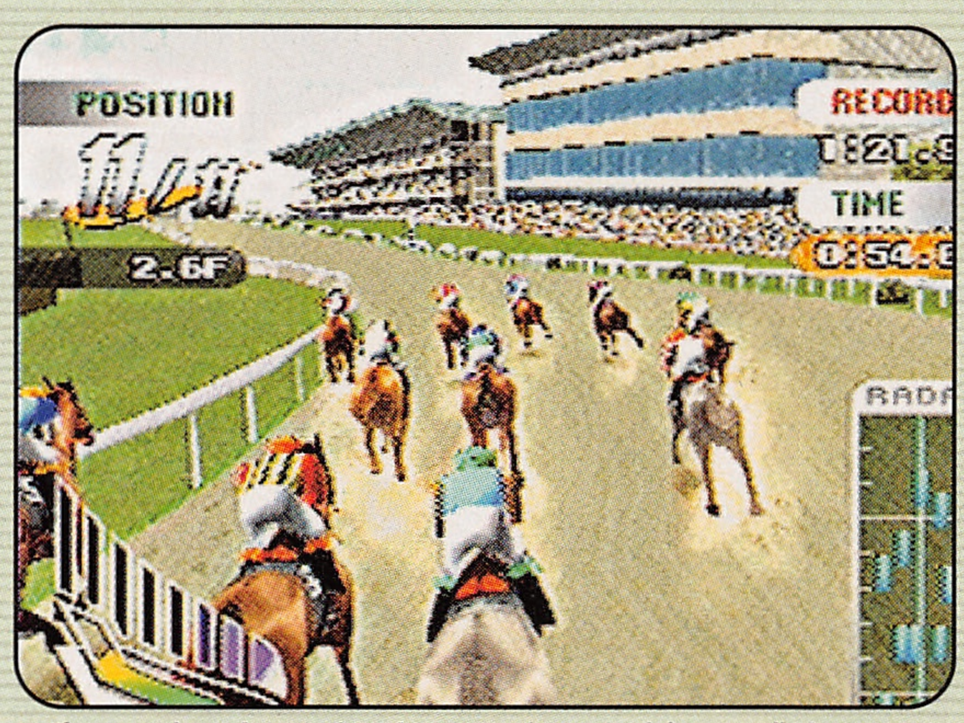
◀ **At this point, you're either smiling and heading to the Winner's Circle, or you're hiding out from your local bookie...**



▲ **If you aren't a racing expert before you play this game, you will be afterwards. This horse information screen alone has 15 variables to consider.**



▲ **Deciding which horse to run and on which track will be a major part of the game. Once you're in these gates, though, it's too late to worry. You might as well place your bets.**



▲ **The arcade-style graphics lend an element of fun to all that serious analyzing stuff. Come on, Sea Biscuit! Daddy doesn't want a broken leg!**

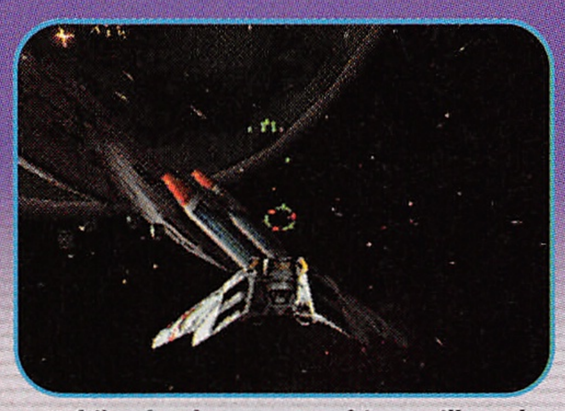
Publisher Activision
Developer Warthog

Release Date TBD
Type Space Shooter

TBA | TBA | 1 x CD

STAR TREK

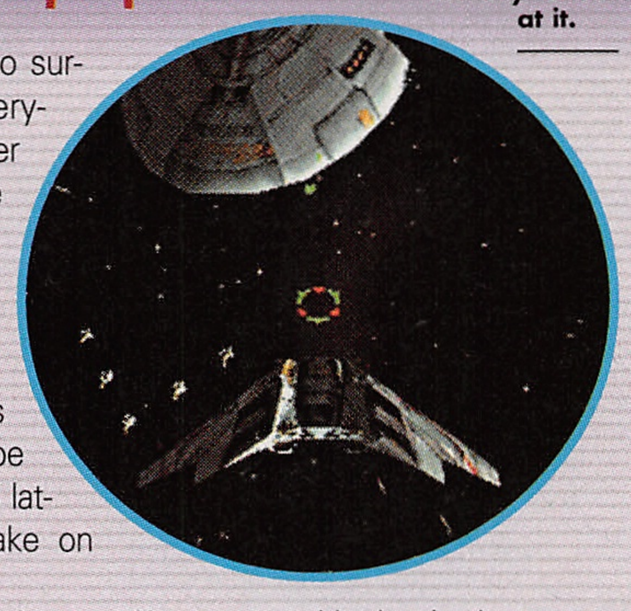
The PlayStation hits warp speed



▲ **While the larger starships will make appearances from time to time, the majority of the game will be focusing more on the single pilot vessels.**



▲ **In a lot of ways, *Star Trek* will probably look and play a lot like *Colony Wars*. We don't see anything particularly wrong with that, though.**



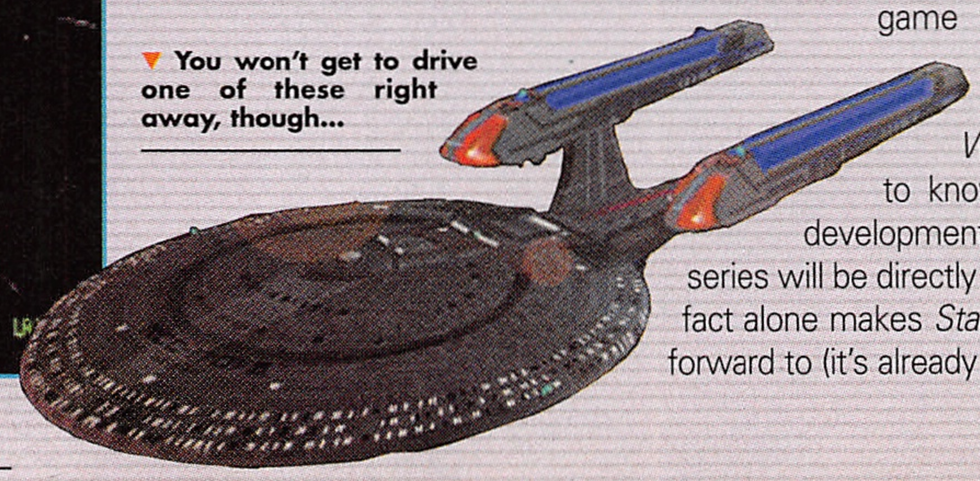
▼ **Firing on a friendly ship is serious grounds for a court martial. Just be sure of what you're aiming at before you actually shoot at it.**

Activision, In a move that is sure to surprise and delight Trekkers everywhere, is preparing to release the first ever *Star Trek* title for the PlayStation sometime during the summer of 2000. However, despite the fact that the game will be based on episodes of *Star Trek: The Next Generation*, it won't be focusing on the Enterprise or any of the other Galaxy class starships in the series. Rather, players will be thrown into the cockpit of the Federation's latest single pilot fighters and forced to take on Federation threats one-on-one.

Throughout 30 highly varying missions, players will meet up with classic characters, such as the Borg and the ever-popular Klingons. Activision has even told us that the game will feature several alien races that have never been seen before. *Colony Wars* fans will also be happy to know that several of the key development team members of that series will be directly involved with this title. That fact alone makes *Star Trek* a game work looking forward to (it's already got Noah drooling).



▲ **This game is going to showcase some beautiful explosions and impressive lighting effects. *Trek* fans are going to be mesmerized.**



▼ **You won't get to drive one of these right away, though...**

Meet the New Cast of Characters



Legacy of Kain: Soul Reaver

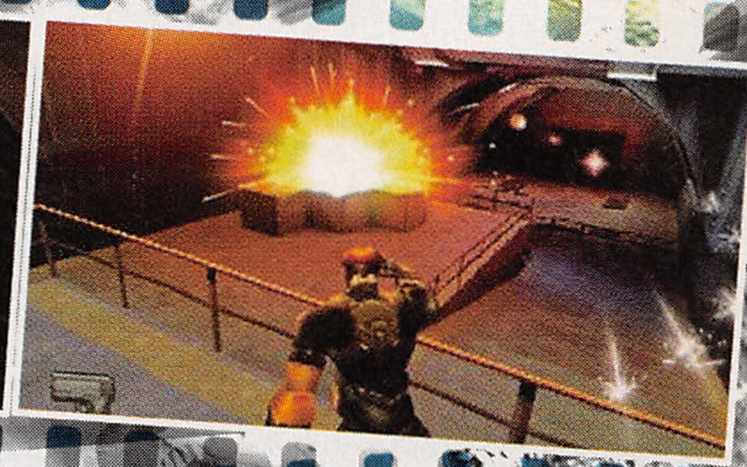




Fighting Force 2



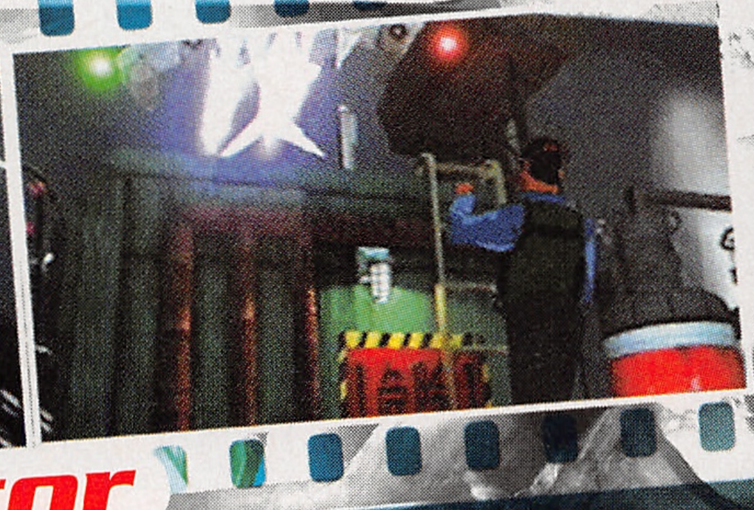




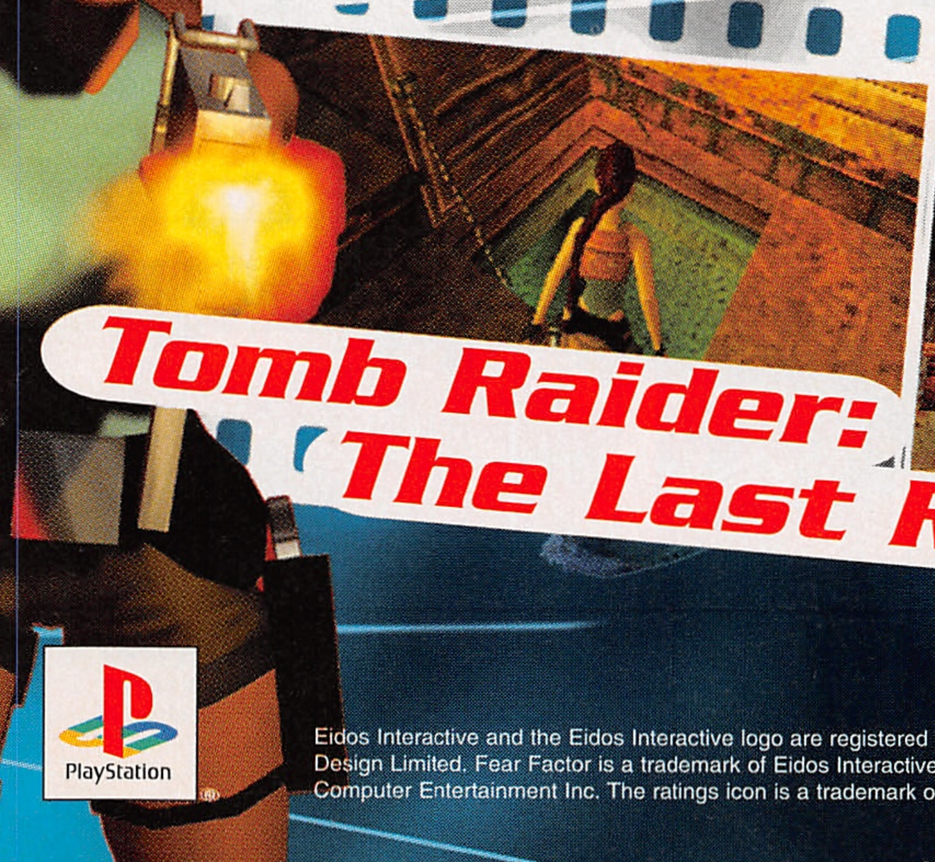
Fear Factor







Tomb Raider: The Last Revelation







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PlayStation

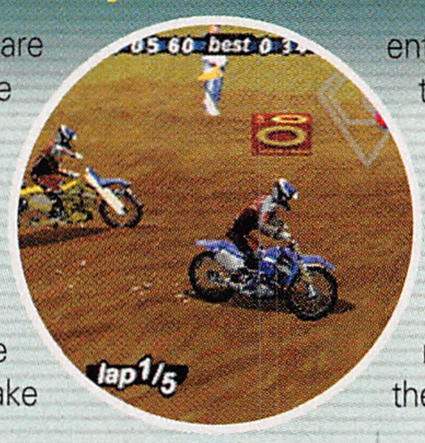
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Publisher 989 Studios
Developer 989 Studios
Release Date November
Type Racing
1-2 Player
E Everyone
1 x CD
October 1999
http://www.PSMONLINE.com

SuperCross Circuit

989 gets down and dirty with its hot new racer

Motocross and Supercross are two of the most accessible forms of motor racing on Earth. NASCAR can be repetitive, and Formula One can drag on for hours, but it's hard not to pay attention when a motorcycle hits a dirt ramp at eighty miles per hour. The resulting aerial action might even make your granny sit up and take notice.



▲ **Remember, you don't have the track to yourself—a collision with another rider could spell doom.**

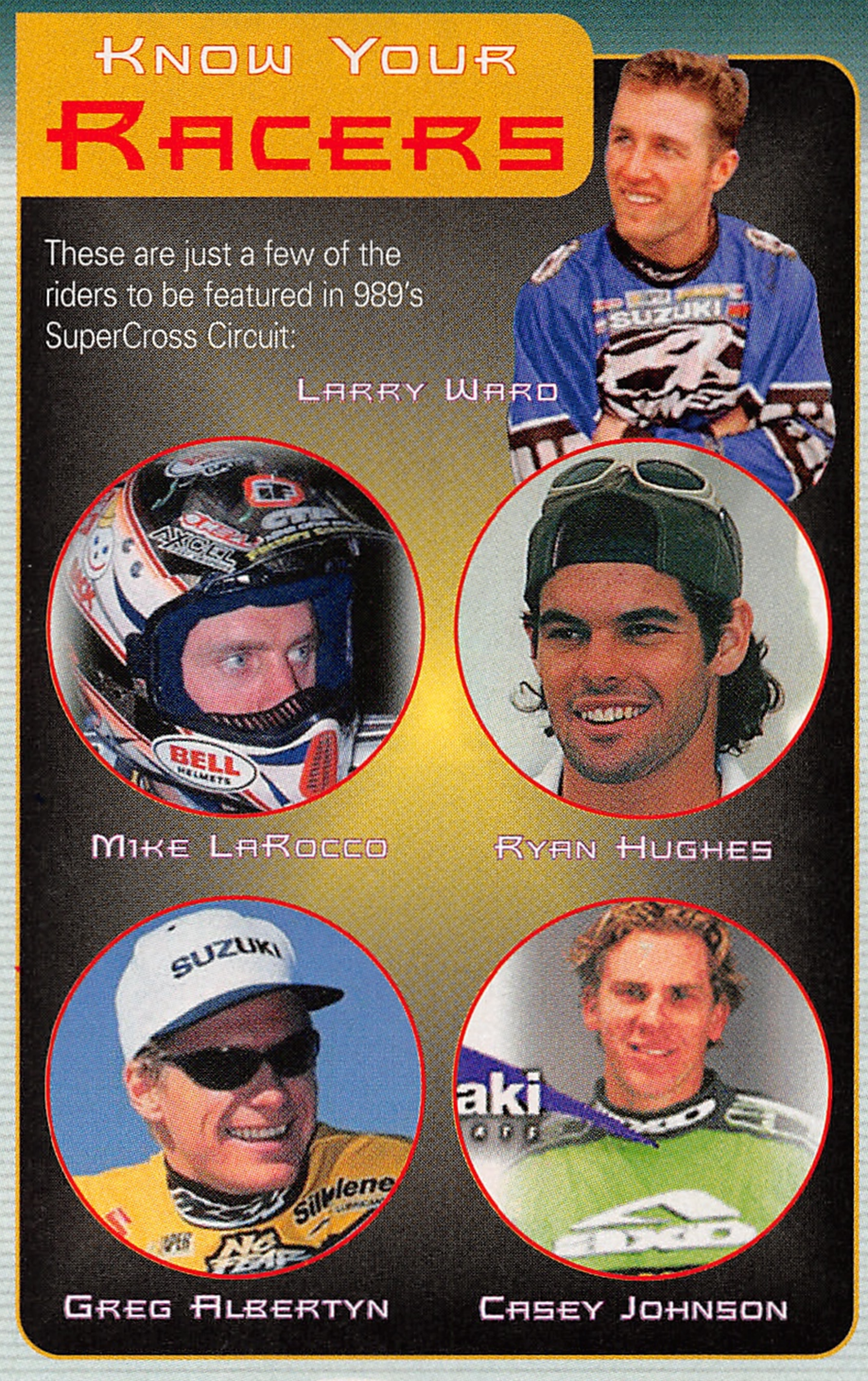
989 has gone for a nice mixture of arcade action and seat of the pants realism. *SuperCross Circuit* also features real riders, including Mike LaRocco, Larry Ward, Greg Albertyn, Ryan Hughes and Casey Johnson. 989 will be adding more famous name racers to that list, making this one of the most comprehensive motorcycle games ever made. For non-biker fans, we should explain the difference between Motocross and SuperCross. Almost as the name indicates, SuperCross features bigger jumps, more aerials and usually takes place in a stadium rather than an outdoor course. There are other differences, but for the purposes of gameplay, that's basically it.

Adding to the level of realism here is 989's proprietary EnviroFX technology, which applies different physics to different parts of the track. What this means is that wet mud will react like wet mud; dry, hard scrabble will cause lots of lateral drift and so on. These factors are further affected by weather and time. Puddles will dry up, and ruts will emerge and expand during the race as bikes tear up the course.

Although the game features famous raceways like Pontiac Silverdome, Unadilla Valley and Sam Boyd Stadium, it's even more fun to create your very own track using the track editor. This will allow you to place hazards, build jumps and totally redefine your racing experience. If you remember how much fun Nintendo's *Excitebike* was, imagine how that would feel with 3D tracks and real-life physics!

You can continue to customize your experience by tinkering with the bikes themselves, adjusting suspension, tires and gear settings. Even subtle changes will dramatically affect your racing potential. The game is planned to ship in November, and by that time similar offerings will be available from both Acclaim and THQ. It should be a biker battle Royale come Christmas!

Know Your Racers





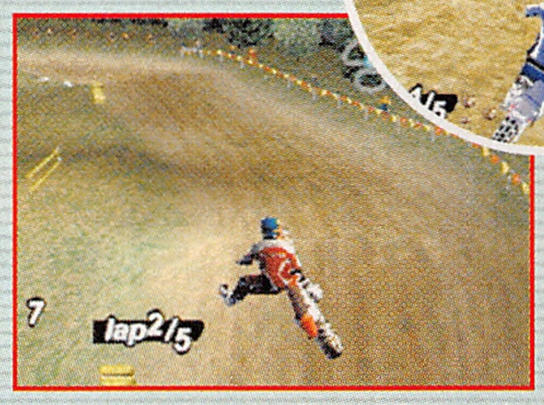
▲ **There's a sight that every rider really wants to see. The problem is that you still have to make a safe landing to complete the race.**



◀ **The tracks appear to be very realistic and detailed.**



◀ **Tight turns will require you to put your foot down in the dirt.**



▲ **The rider is as well modeled as the bike, a necessary feature of any realistic Motocross racing game.**



▲ **Differing camera angles show off the slick graphics, and let you replay your finest moments.**



Controlling drift on two wheels is very different to doing it in a car. There's the small matter of balance to contend with.



▲ **Arena and outdoor levels provide a difference in both graphics and track scale. Outdoor tracks are bigger and have more trees, strangely enough...**



▲ **This rider hotdogs by raising his arms aloft. However, since his teeth are about to be driven through his butt, he should pay more attention to the road.**



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DOLBY SURROUND

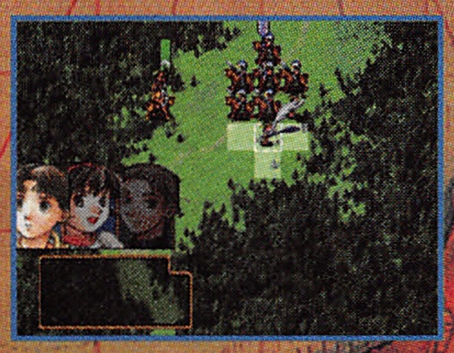
TEEN
ANIMATED VIOLENCE
MILD LANGUAGE
SUGGESTIVE THEMES
Visit www.esrb.org or call 1-800-771-3772 for rating information.

TEEN
CONTENT RATED BY ESRB

PlayStation®

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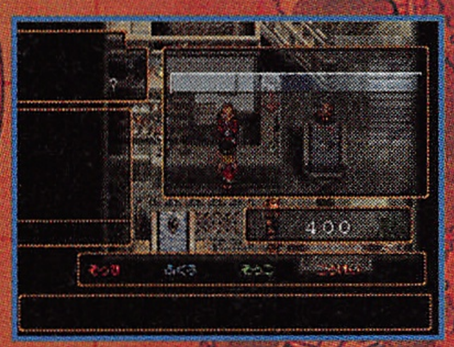
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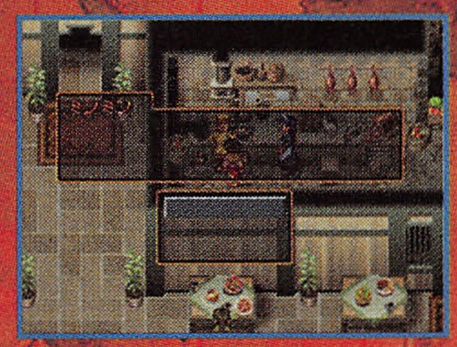




Suikoden

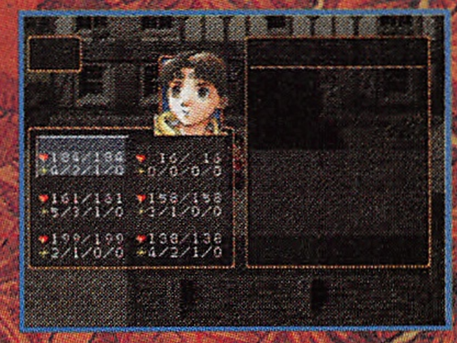
Spells





War





Suikoden II®

PlayStation®

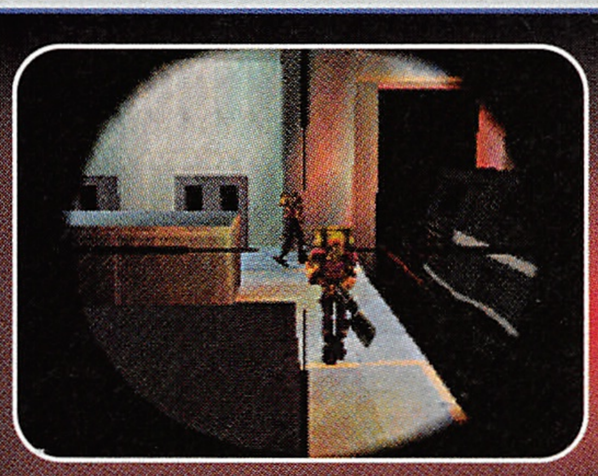
EVERYONE
E
CONTENT RATED BY ESRB

KONAMI®

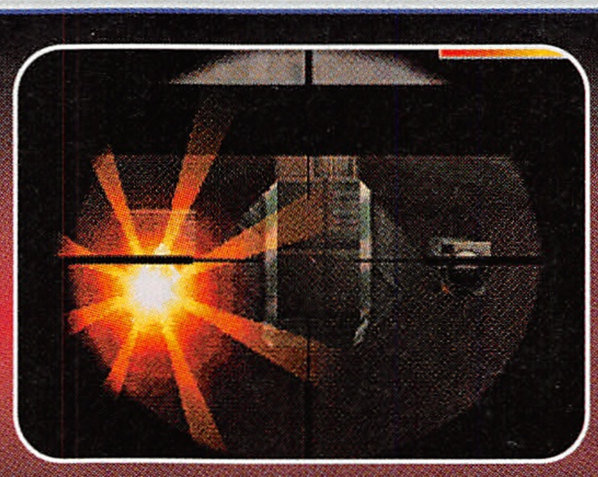
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SNIPING!

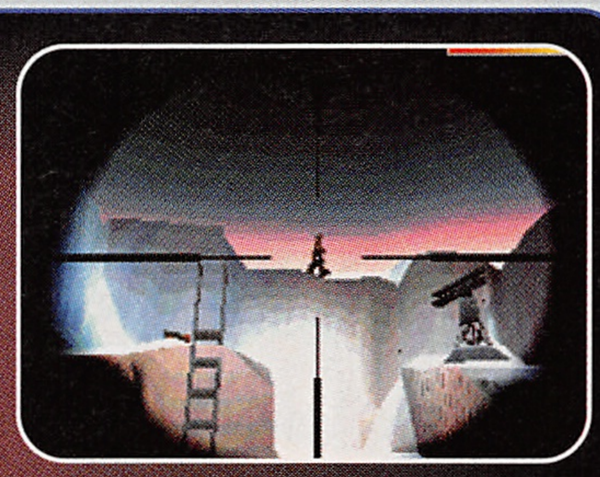
Nothing else removes you from the consequences of your actions like a sniper rifle. "Tee-hee", you think to yourself as you kill a bad guy from the safety of a far away rooftop. The sniper scope in this game is super-rad.



▲ Okay, let's see... Who should I blast first? Hmm... they both appear to be equally evil. I guess I'll have to toss a coin.



▲ You can take out the gun emplacements from a distance, but this one has spotted you and is already blasting.



▲ Our chilly friend on the wall over there is about to learn what happens when you don't pay attention.

FIGHTING FORCE 2

More info on the sequel that's not *really* a sequel after all

Once a perfectly respectable *Double Dragon*-style fighting game, *Fighting Force* has metamorphosed into something that could best be described as a prettier, more action-packed *Tomb Raider.* If the level design and gameplay matches up to the game's initial promise, this might well prove to be one of the best games of 1999—no exaggeration. Eidos has completely abandoned many of the elements from the original *Fighting Force* and turned this into a very different proposition.

For one thing, the multiplayer aspect is gone. Now *Fighting Force 2* is a single player game with the emphasis on exploration and weapons. There's climbing and jumping to worry about, too, all of which make this more and more like *Tomb Raider*. The emphasis on weapons is huge—there are more than twenty and they include some pretty slick devices. Of course, there's a shotgun, a bazooka and you always carry a big stick, but weapons like the sniper rifle add huge depth to the gameplay. How will you take out a room full of guys with just six bullets? The zoom feature easily rivals anything seen in top games like *Metal Gear* or *Goldeneye*.

Graphically, things couldn't be better. The main character, Hawk Mason, makes his return from the first game, but with sharper animation in an environment that puts anything from *Tomb Raider* to shame. Good use of textures and truly impressive explosions guarantee the visual appeal of this game. The weapons, the bad guys and especially the lighting effects also look fantastic.

The storyline, given that this is an adventure, is much more fleshed out than in the last game. Dr. Zeng, after a failed attempt to destroy the world, has vanished. His research foundation has been sold to a mysterious corporation. Zeng, it seems, had been working on the ultimate soldier, a cybernetic creation. The government is naturally concerned that a private organization would have control of such technology, and sends Hawk in to investigate and blow stuff up.

The only things missing from the early version we looked at were fleshed out levels and artificial intelligence for the bad guys. The way the weapons work in 3D levels (like grenades bouncing around stairwells) means that there's more to this than just mad blasting. We can't wait to see more!

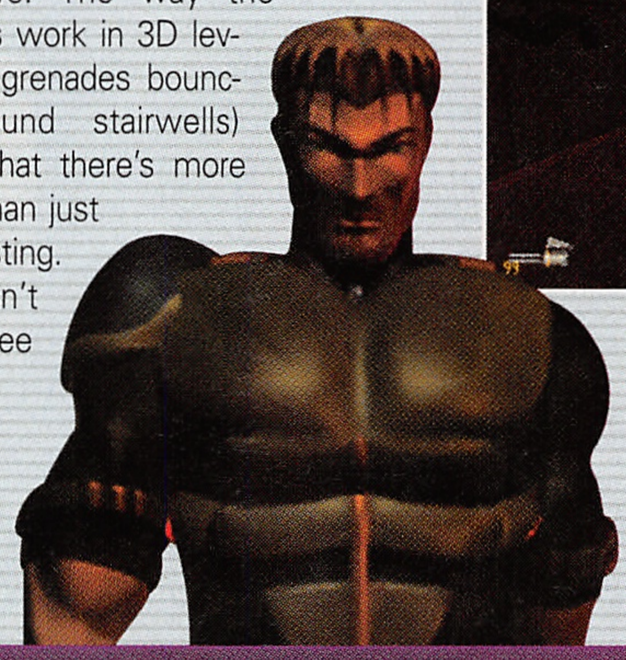


▲ Swimming will play an important part in the finished game, and requires great stealth, not to mention some flippers.



▲ Mason takes out the corporation's computers after his weak-ass server crashes one time too many.

◀ Is it body armor or does he just work out a lot? Who knows? Who cares?



▼ Walk softly and carry a very big electrified bashing stick.





Here's one thing they kept form the first game—interactive environments. Nearly every non-human object can be blown up with a couple of well-placed shots.

WEAPONS

A huge arsenal of weapons awaits the player, and most of them can be found just laying around on the floor. How convenient! Here's a rundown of our favorites:



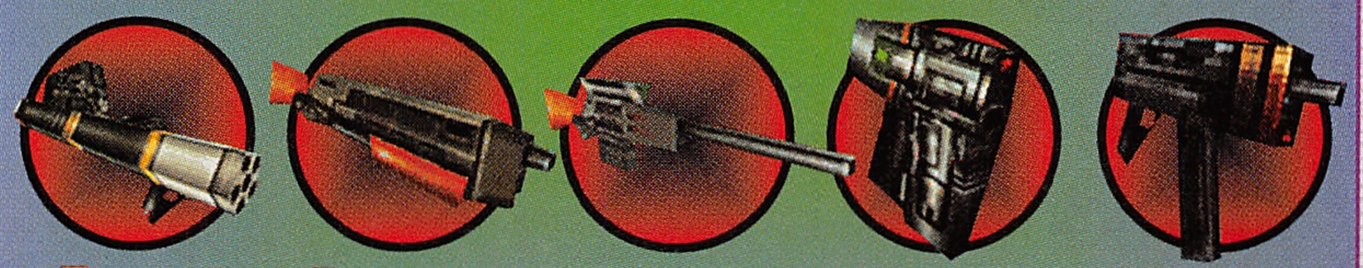
ASSAULT RIFLE
Powerful; requiring good aim and a steady hand, but low fire rate.

CROSSBOW
Silent and deadly; take out the bad guys without attracting unwanted attention.

FLAME THROWER
You can really heat things up with this. Fire is a good thing.

GRENADE LAUNCHER
Strategic and devastating, you can launch grenades with precision.

GRENADE
You throw it at the bad guys; it blows up. What more do you need to know about this thing?



ROCKET LAUNCHER
Not the most subtle approach, but a good way to clear a room. Push the button.

SHOTGUN
Powerful, but not much good for taking out long range targets. For use when up close and personal.

SNIPER RIFLE
Our personal favorite; varying levels of zoom on the scope makes it super precise.

TASER
BZZZ—You're stunned. Also useful in case your Dual Shock controller breaks down again.

UZI
Rapid fire is great in a firefight, and is good for multiple targets. Bring on the army of bad guys, man!

TELEVISIONS

SALE

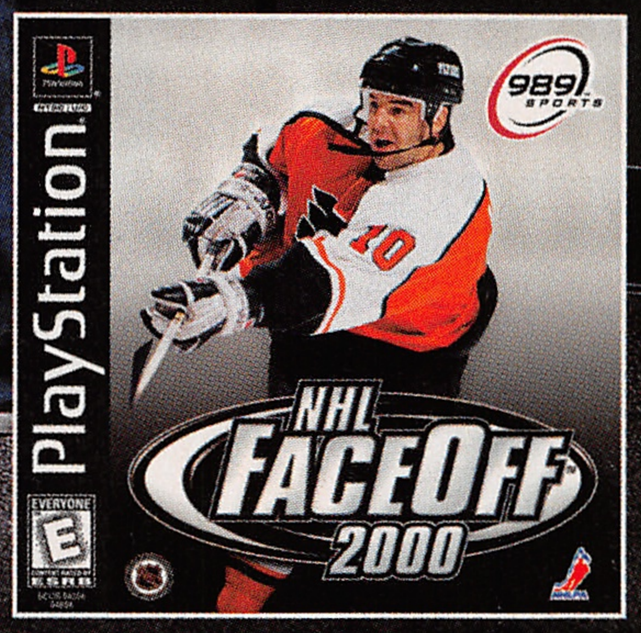
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Publisher Square
Developer Square EA

Release Date 2000
Type RPG

Vagrant Story

A medieval adventure that's a slight departure for Square

During a recent media event, Square officially unveiled its latest title, *Vagrant Story*, to the American press and confirmed that the game would be released in the U.S. sometime next year. Since this issue of PSM is pretty much dedicated to Square anyway, we thought we would go ahead and give our readers a first glimpse of what could be one of this company's most interesting PlayStation projects yet.

In a lot of ways, *Vagrant Story* is a unique departure for Square. Not only is it going to be a rather short game (a lot of people should be able to finish it in 5-8 hours), but it will feature numerous elements taken from other Square and non-Square titles. It also won't feature any of the company's now-famous FMV segments, except for a short one that runs at the start. Rather, everything is done using the in-game graphics in order to provide a consistent feel and look throughout the game.

The combat system, itself, heavily borrows from *Parasite Eve*, but also features some new additions. When you approach an enemy and select to fight them, a white sphere will appear that shows your attack range. You then have the option of selecting which part of the enemy's body you want to hit, such as the head, leg or arm. So, for example, if your opponent runs fast, you would want to attack his legs to slow him down. That's a great idea.

Despite the fact that we have seen very little of *Vagrant Story*, we were thoroughly impressed by it. This could end up being another great example of why Square is one of the largest and most talented game companies in the world. You can be assured that we will be covering this title quite a bit over the next few months.



▲ **The Status Screen gives you a listing of your attributes as well as the condition of your various body parts. You don't gain experience by defeating monsters, but you can strengthen your character by equipping amour and weapons left behind by defeated opponents.**



▲ **The battle sequences take a bit of getting used to as they don't follow the standard RPG-style of combat. You have several more options to consider when attacking an opponent, such as what part of their body you want to attack. We vote for the neck, ourselves...**

Dazzling Cinematics

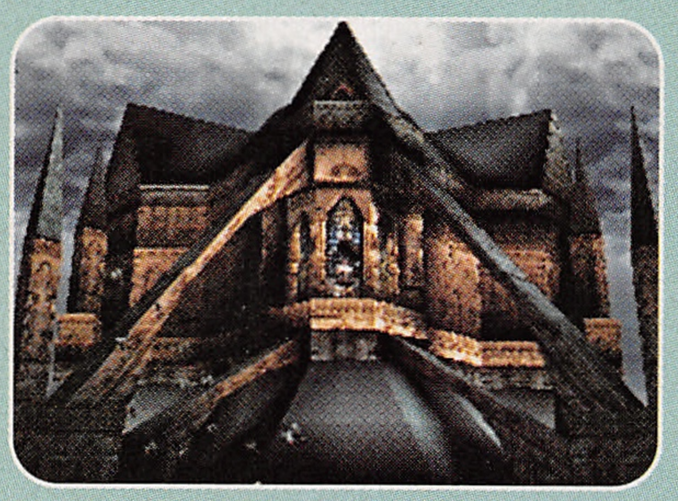
In order to keep the player immersed in the game, the *Vagrant Story* team has opted to use only in-game graphics for cutscenes. This works well because the game features some of the most detailed and coolest-looking characters to date.



▲ **Our hero, Ashley Riot, looks forward to the challenges and hardship that await him. Will he have enough courage and strength to make it all the way to the end?**



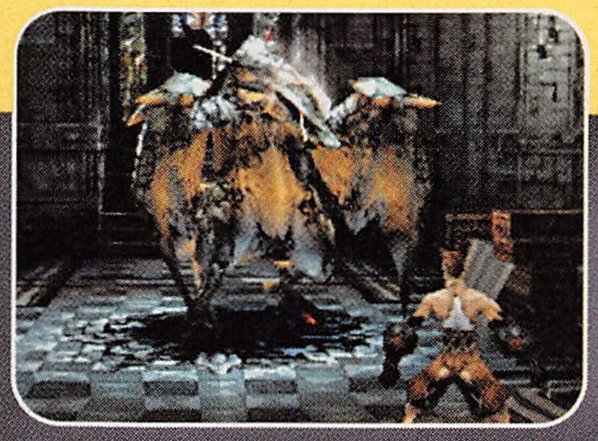
▲ **While we are unsure if she is the main villain of the game, Sydney certainly doesn't seem to be too friendly. Our bet is that she eventually becomes a good guy.**



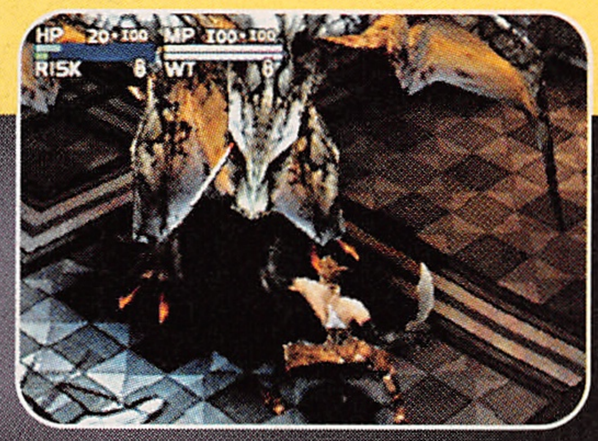
▲ **The building and character designs are top-notch, and the level of graphical detail is staggering. Square just keeps getting better with each PlayStation game it releases.**

Dragon Attack!

We're not sure what role this dragon plays in the overall scheme of things, but we do know that is appears at the beginning of the game. Common sense would dictate that the dragon is controlled by the enemy of the hero of the game.



▲ **Smashing through the glass roof, the dragon appears without warning. He may look quite menacing, but actually is not that powerful at all.**



▲ **Choose a good, strong weapon and you should have no problem vanquishing this foe. Just keep in mind, there's going to be a lot worse enemies later on.**



▲ **As with pretty much every other dungeon-based game, *VS* will feature its fair share of puzzles and switch manipulation.**

▶ **Distortion and other cool special effects show up from time to time, giving *Vagrant Story* a very cinematic presentation.**

▶ ***Vagrant Story* takes place in, under and around the Manor of Duke Bardorba. Despite the fact that the game will only take about 8 hours to finish, the developers say that there is at least 30 hours of gameplay if you visit every location.**







▲ **During your quest, you will come across all manners of opponents. From Minotaurs to dragons to undead soldiers, *Vagrant Story* is sure to please any and all fantasy game fans.**

SOME RE-ASSEM



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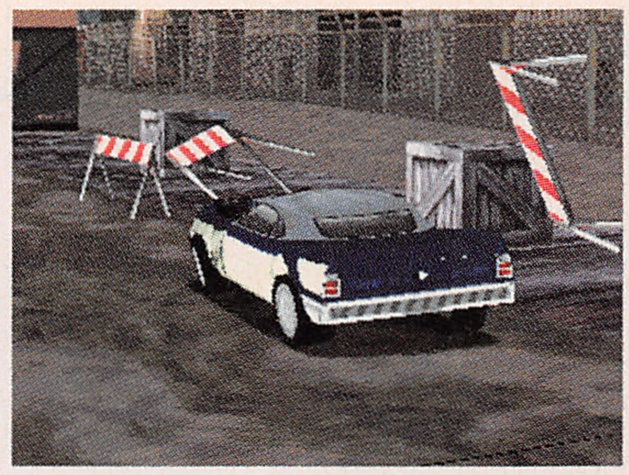
Death From Above - land on an opponent's roof and score a one hit kill.

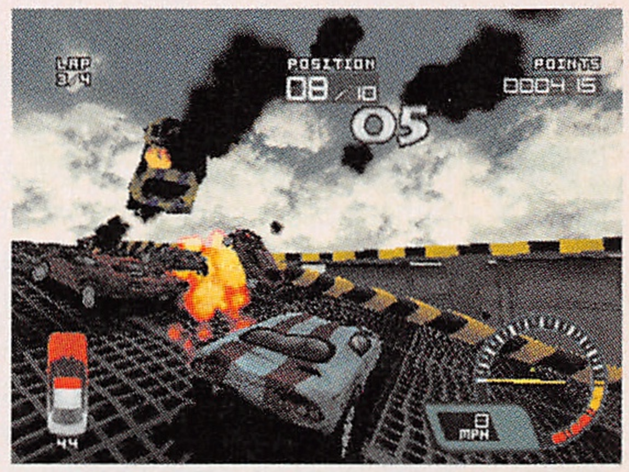
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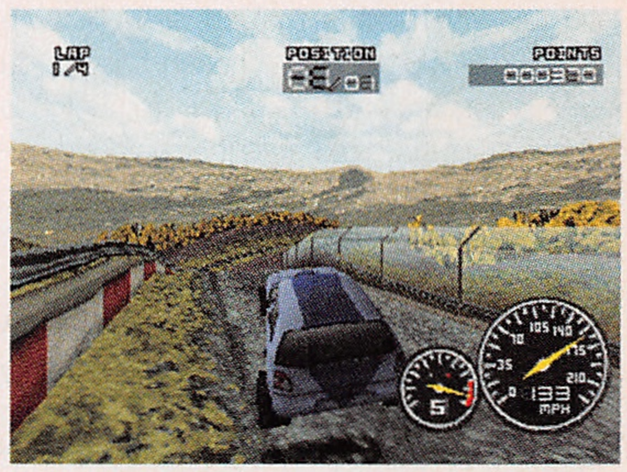


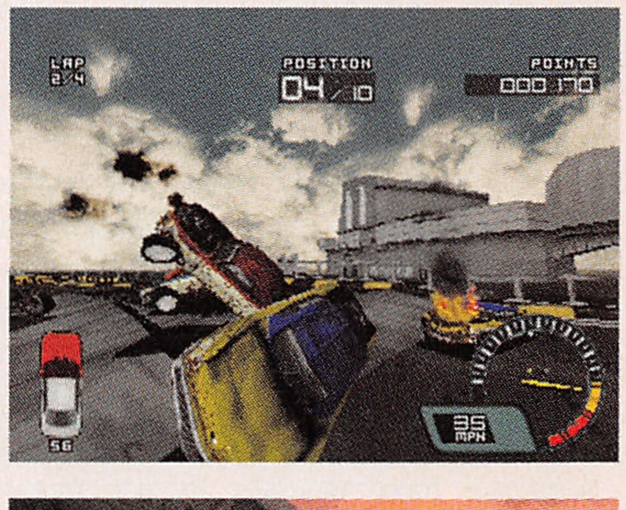














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PlayStation

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Publisher Tecmo
Developer Tecmo

Release Date TBA
Type Breeding Sim

1-2 | EVERYONE E | 1x

MONSTER RANCHER 2

Tecmo makes a bid for the monster breeding crown

With Pokemania cutting a wide swath across the nation's youth (and indulgent parents' pocketbooks, as well), it seems fitting that Tecmo answers back with the sequel to one of the best virtual pet sims to grace videogaming since its inception. The original *Monster Rancher* made waves among the hardcore PlayStation fans for its cute, quirky play that utilized music and game CDs in order to create monsters in a special "Shrine" within the game. In the sequel, many of the same features have survived, but a whole new host of enhanced options as well as several brand new ones have joined the monster breeding fray.

Taking place on a separate continent from the original, you'll employ a perky trainer's assistant, named Coltia, who will aid you with decision making, as well as the day-to-day care of your chosen beast. You can still take it to the ranch for drills to improve its stats or battle it against similarly classed monsters. If you remain in town, you may discover that you can buy or sell monsters, create new ones in the Shrine, freeze or combine them in the Lab or even take on odd jobs for money, if you're lucky enough to have a Pocket Station. The Job option may change for the final version of the game, seeing that Sony has put the PocketStation on hold for an indefinite time, but the exclusion of this mode won't directly affect the game.

For those already familiar with the *Monster Rancher* universe, Tecmo has included a plethora of other new, subtle changes in the game. Environments are now completely three dimensional, allowing the multitude of new, as well as familiar, monsters the chance to roam about the landscape more naturally. In fact, everything within the game has been increased, including the number of items to buy and collect, the different ways to interact with your monster (you can now play with your pet in the park during separate segments) and the sheer amount of challenge. But, never fear fans—Tecmo has left in adventuring segments, standard battle controls as well as training school (now called "Errantry), where your beast can acquire new techniques. There's even a chance to run into Holly from FiMBA, the training assistant from the original, during special battles!



▲ **Adventure segments are now dependent on your pet's life meter in order to really complete each journey to the different ruins.**

Due for a release any day now in conjunction with a fully animated cartoon series to run on the UPN television network, *Monster Rancher 2* may prove to give those skilled in virtual pet raising another thing to look forward to this fall.

WHERE THE WILD THINGS ARE

Some of the fans' favorite monsters have stuck around, but you can also expect plenty of new and unique monsters to seek solace on your ranch.



▲ **No, this isn't a pile of mashed potatoes. That's what we thought until a similar monster kicked our butt in E Class.**



▲ **The Kato monster is bad-tempered and bizarre (not to mention vain), but can prove a good beast in battle.**



▲ **The Dinos from the original have been updated and look sleeker and definitely more deadly than before.**

▼ **New monsters await those who've traipsed through Tecmo's monster-laden universe before.**



▼ **Battle is the key to progressing and earning money throughout *Monster Rancher*.**



TRIAL BY FIRE... AND ICE AND WATER

What was once training school is now called Errantry. Even with a new structure and a tougher regimen, the aim remains the same. Boost those stats!



▲ **If you survive all four stages of an Errantry, you'll have to face off against a monster. If you win, you will get paid very handsomely.**



▲ **After you reach certain classes, more Errantry locations open up. Hmm... maybe it's time to take your monster on the road. Think of the groupies...!**



▲ **You'll gain Life Points, as well as the specific stat points, each time you successfully complete each stage in Errantry. The more points you get, the better your moster.**

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

In short, the maniacal gods are poised to kill every single living creature with a great meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

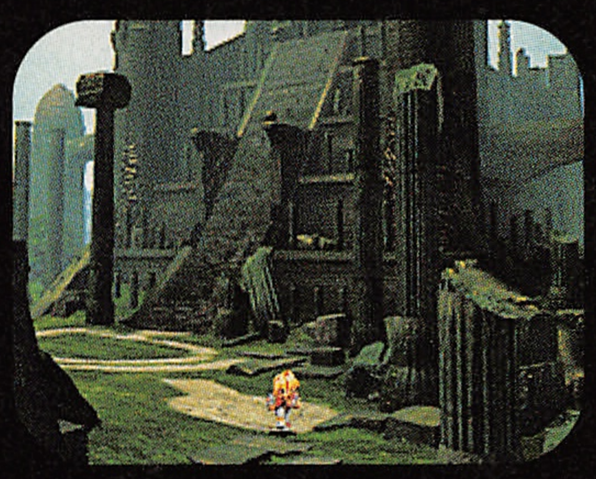
Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious combat moves.

And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, song-writing, and even cooking.

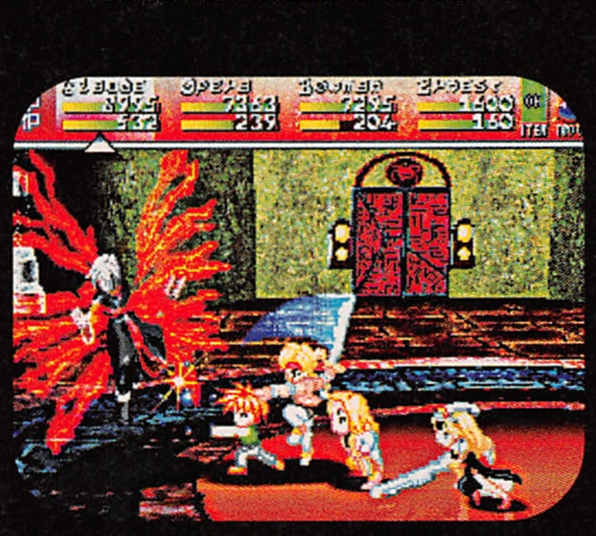
You will find yourself braving the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

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WARNING

This game is recommended for mature audiences only. It contains adult language and content.

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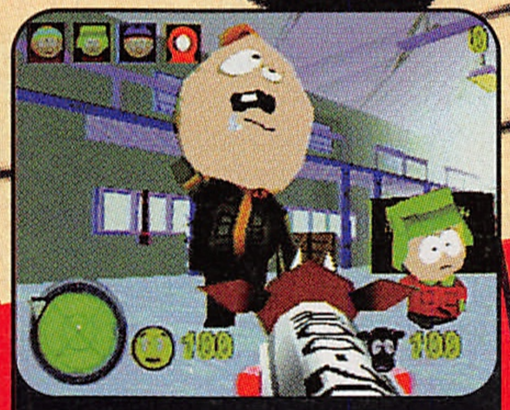
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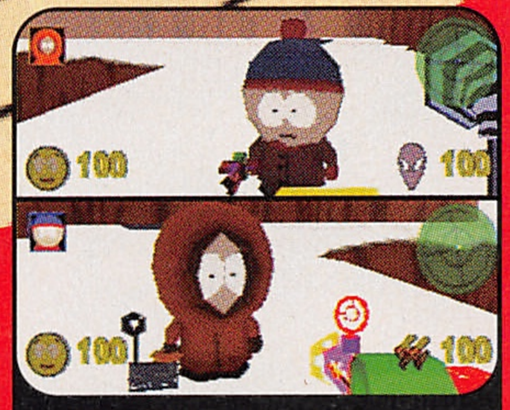
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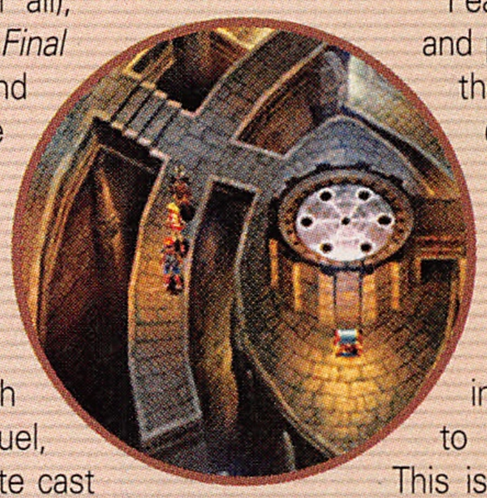
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Chrono Cross

Finally—The sequel to *Chrono Trigger*

Way back in the days of 16-bit gaming, the Super Nintendo was privy to a late burst of Squaresoft RPGs which then went on to be favorites among fans. Of these titles, one of the most beloved was *Chrono Trigger*. Featuring a memorable cast of characters, plenty of time travel, brilliant designs, as well as an unprecedented amount of endings (approximately 80 endings in all), the game went on to rival *Final Fantasy* with devoted fans, and earned the crown as one of the best RPGs of all time.

Now, nearly five years after the release of *Chrono Trigger* on the Super NES, Square has finally quelled the rumors from the masses with its announcement of a sequel, *Chrono Cross*. Using a separate cast led by a hero named Serge and heroine named Kid, the development team, composed of members from the *Xenogears* team and other various talent, the game remains within the same world as *Chrono Trigger*, but not the same exact area. There will be plenty of occasions wherein those who have played the original will recognize storyline elements and locations from *Chrono Trigger*, but Square insists that *Chrono Cross* is definitely no rehash—most stuff is all-new.



▼ **Expect massive bosses and some very impressive spell effects during your journeys into dungeons and mazes.**

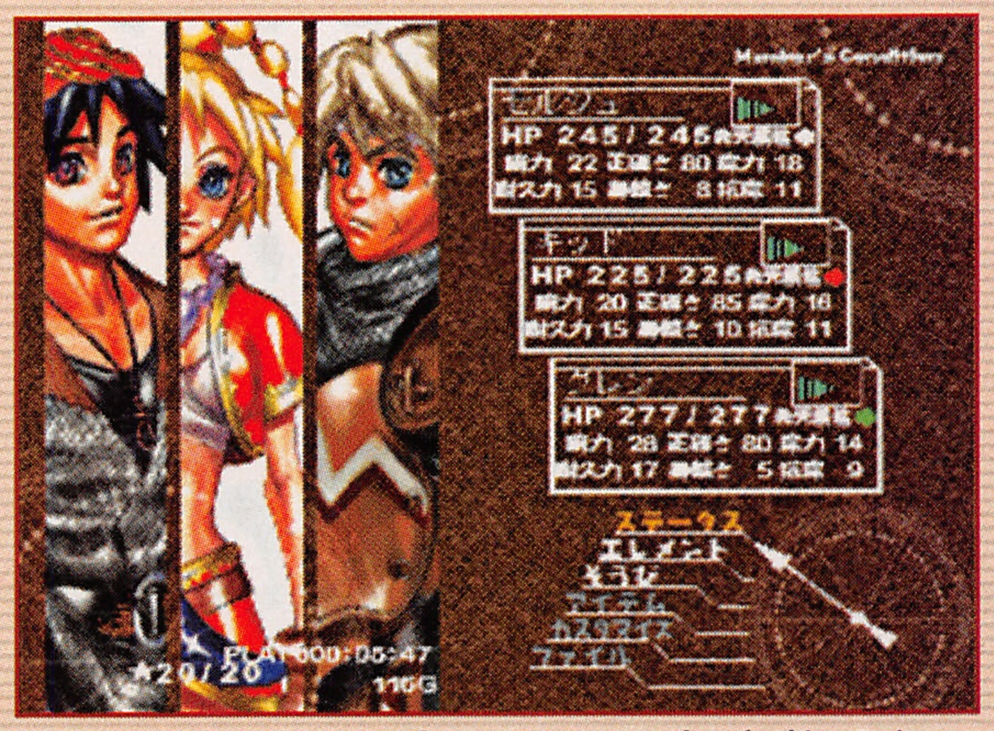
Featuring a 3D set of characters and polygonal backgrounds, most of the gameplay features within *Chrono Cross* have been completely revamped to include a revolutionary new fighting system which doesn't require an inordinate amount of leveling, while the host of multiple endings, time traveling and attention to soundtrack remain the same. This is definitely one of the RPGs to watch for, and when it hits shelves next year, it's hoped that it will be worthy heir to the very lofty *Chrono Trigger* throne.



▲ **While the name bears a resemblance to *Chrono Trigger*, the graphics have been overhauled for the 32-bit age. And, of course, that's a good thing...**



▲ **The battle system is a little daunting at first, but its unique take on multiple, customizable attacks give it a slight *Xenogears* feel.**



▲ **Character designs are no longer property only of Akira Toriyama *(Dragon Ball, Chrono Trigger)*. They've been handed over to Nobuteru Yuuki *(Lodoss Wars, Seiken Densetsu 3)* and look amazing.**

Publisher 989 Studios
Developer 989 Studios
Release Date November
Type Snowboarding Sim

Cool Boarders 4

S'now joke, we're up to number four (ouch!)

▶ **There's slightly more emphasis in this version on tricks, and the courses are definitely built to reflect that fact.**



Snow Boarding games all tend to be very similar in design, appearance and features. Remarkable then that it would be possible to squeeze a series of four games from the theme. Well, that's exactly what 989 has had the bare-faced, rosy-cheeked nerve to do. *Cool Boarders 4* is almost upon us. This time however, 989 is changing things up a bit. First and foremost, there is no snow, and there are no snow boarders.

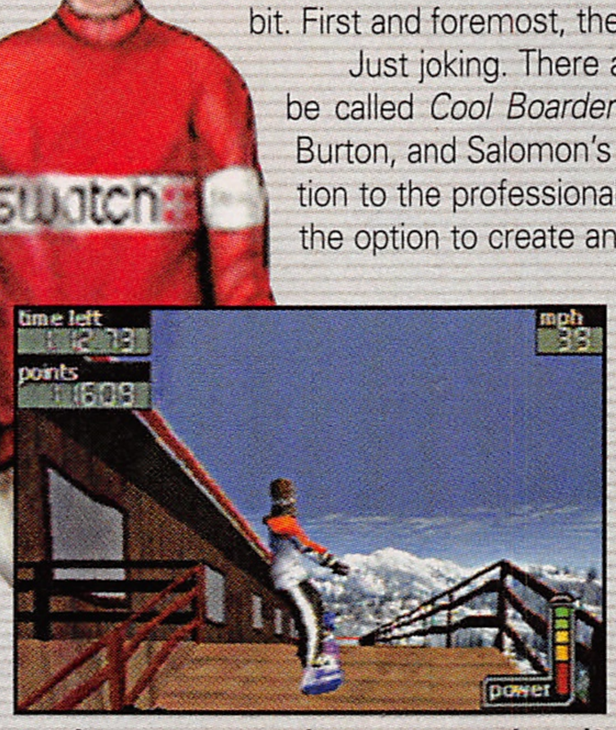
Just joking. There are, in fact, plenty of both. Included this year (It should really be called *Cool Boarders 2000)* are super-freak twelve year-old Shaun White of Burton, and Salomon's Michele Taggart (number one in the ISF ratings). In addition to the professional boarders featured in the game, the player has the option to create and dress your own boarder. You can doll them up in styles from Billabong, Levis and even Arnette sunglasses. Tip: If you choose Levis, don't wear too much denim, because it could chafe you badly when it gets wet.

There are all new play modes to choose from, some of which are specific to individual mountains, and there are the usual one and two player modes (in split screen). Downhill, Half Pipe, Slope Style, CBX and Big Air Stadium events should keep even the hard core boarders out there happy. All in all, *Cool Boarders 4* promises to be the biggest and best *Cool Boarders* to date.



▲ **Grinding down the rails shows your skills and lack of respect for property.**

▲ **Grinding is one of those things that's super-easy in games and ends in disaster in real life—Just like double-jumping.**



▲ **Who says you need snow to snowboard? This icy boardwalk is every bit as slippery, but detracts from manueverability.**



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Publisher 989 Studios
Developer 989 Studios
Release Date November
Type Basketball

1-8 | EVERYONE E ESRB | 1x

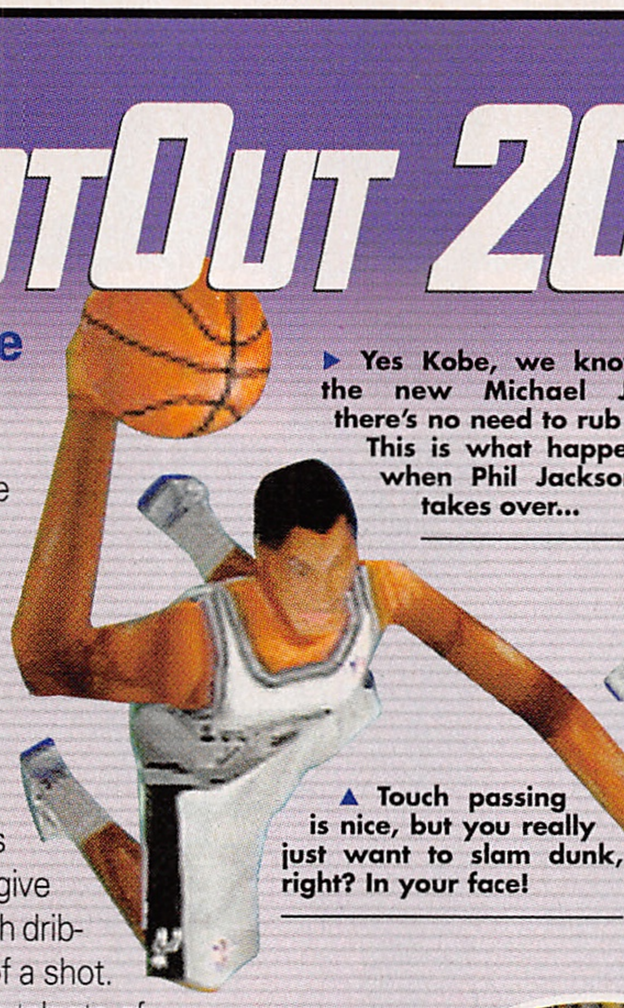
NBA SHOOTOUT 2000

Hopefully we'll get more game and less throttling this year

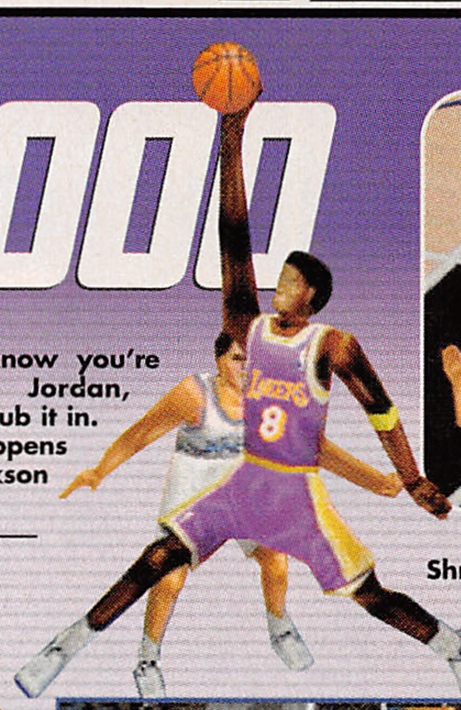
Frankly, last year's NBA season was one of the most miserable sporting spectacles ever. With the season chopped in half, Jordan gone and more whining than a bag of puppies, it looked like the sport was doomed. Fortunately, the season was saved by some bravura performances near the end, with the choke-enhanced Knicks nearly pulling off a miracle (but where was the Jazz, man?).

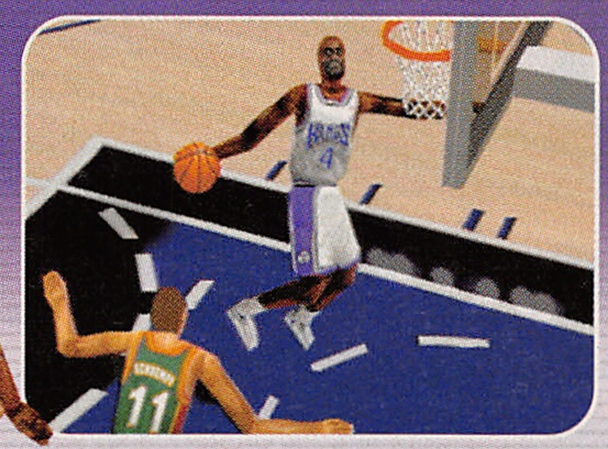
One of the biggest new features in this year's *ShootOut* is Touch Shooting and Passing. Both of these give you greater control over your game, allowing you to switch dribbling styles in-game and even control the final accuracy of a shot.

The motion capture for the game was done using the talents of Brevin Knight from the Cleveland Cavaliers, Charles Outlaw from the Orlando Magic and Robert Horry from the LA Lakers. Also used was Paul Pirece from the Celtics, who was one of the motion captured players in *NCAA Final Four*. As well as the usual stats and figures, *NBA ShootOut* also features real awards, like MVP, Player of the Year and Rookie of the Year. This could be a game to look out for.



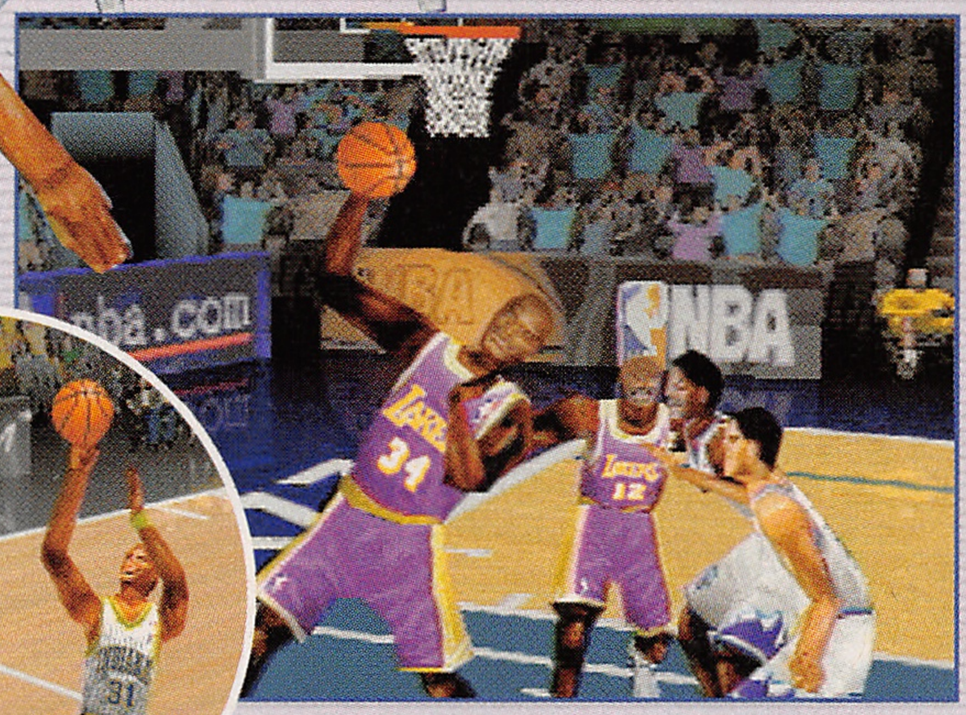
▶ Yes Kobe, we know you're the new Michael Jordan, there's no need to rub it in. This is what happens when Phil Jackson takes over...

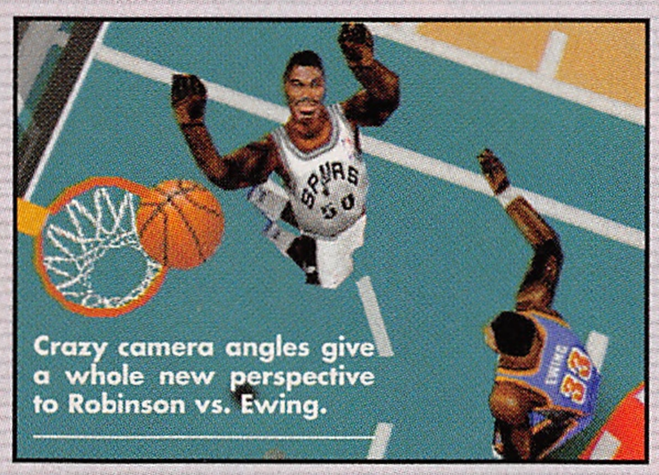




▲ Webber is all like, "What's up, Shrempf? Why're you standing over there like a tool? I'm up here, dunking on your sorry Supersonic ass".

▲ Touch passing is nice, but you really just want to slam dunk, right? In your face!



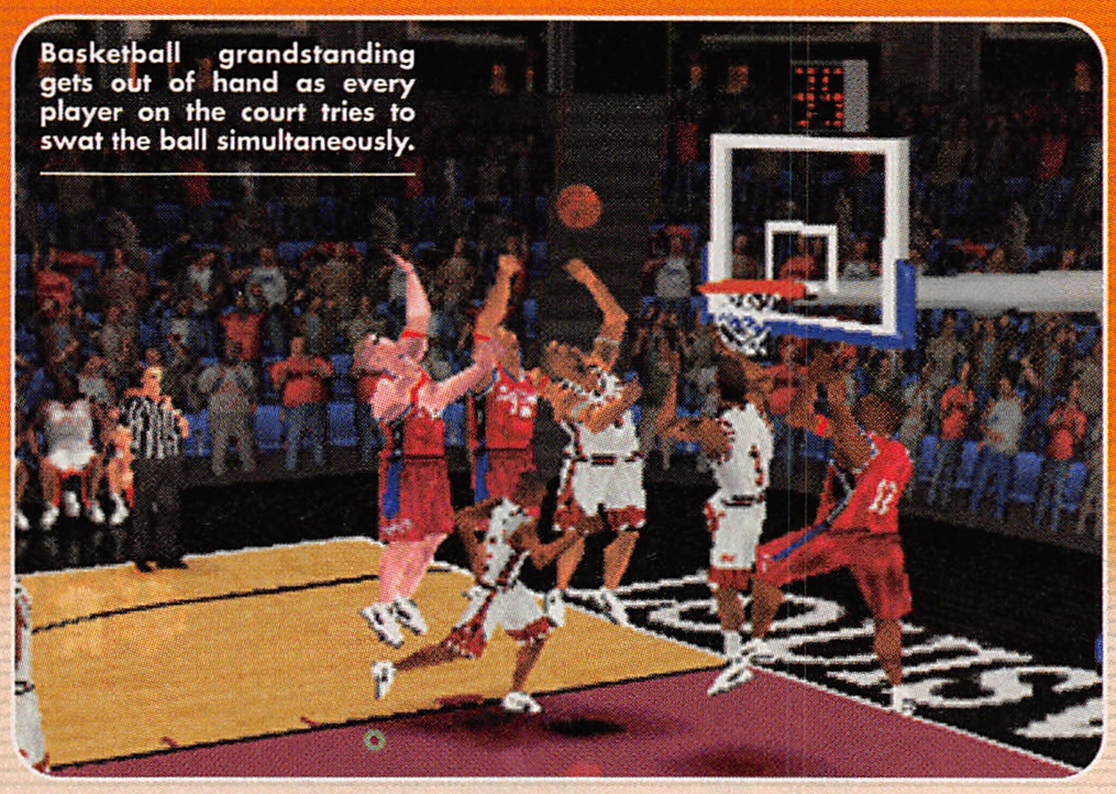


Crazy camera angles give a whole new perspective to Robinson vs. Ewing.



◀ "I'm Reggie Miller. You can't guard me, fool."

▲ Shaquille O'Neal shows off 989's all new graphics engine, with bigger polygonal builds and better animation.



Basketball grandstanding gets out of hand as every player on the court tries to swat the ball simultaneously.

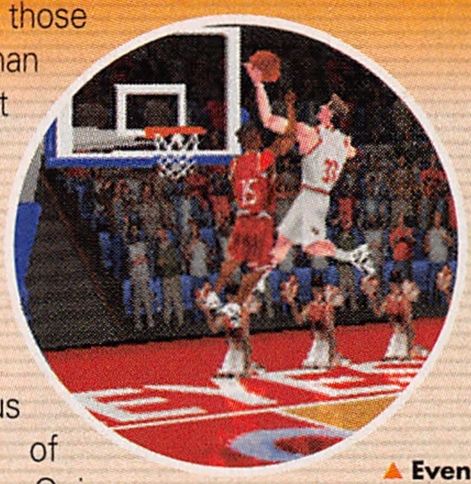
NCAA FINAL FOUR 2000

989 hits Y2K, and not a Robot in sight!

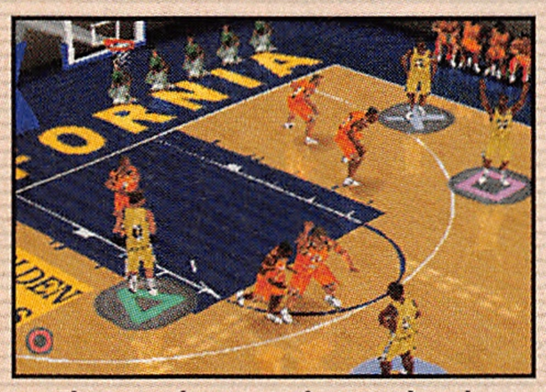
With graphics more than twice as detailed than those seen in last year's *NCAA*, 989 is doing more than tweaking an old game. *NCAA Final Four 2000* looks set to blow the socks off of the *99* incarnation. This year's version features new player animations, captured with the help of former Kansas All-American Paul Pierce.

The players in this year's iteration use a new "skinning" technique to lessen the sharp, angular joints that are indicative of a polygonal basketball game.

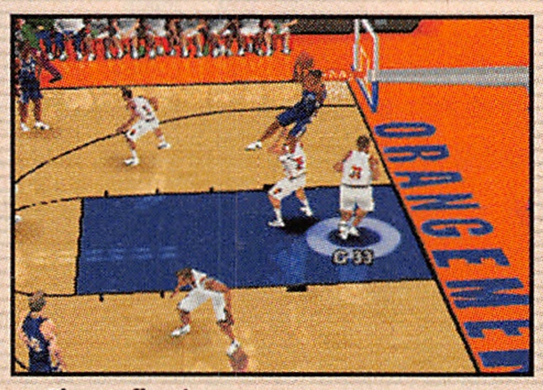
For commentary, 989 has included the mellifluous tones of ESPN's Quinn Buckner, who'll fill the announcer's booth with brilliantly crafted thoughts on the progress of the game. New gameplay features include the ability to switch to a pass even after you start to shoot, and an enhanced create-a-player feature. The game will release in November.



▲ Even those cheerleaders can't believe how high that little guy skied.



▲ The markers under each player indicate which button will pass to which player, almost like a football game play. This should make those behind-the-head passes a little bit easier to complete.



▲ The reflections on the court are largely there for fun, but they do give a valuable sense of height when you're pulling up for a jump shot.

▶ UCLA is about to win this jump ball, but the rest of the team just doesn't seem to care.





THE LAST REVELATION

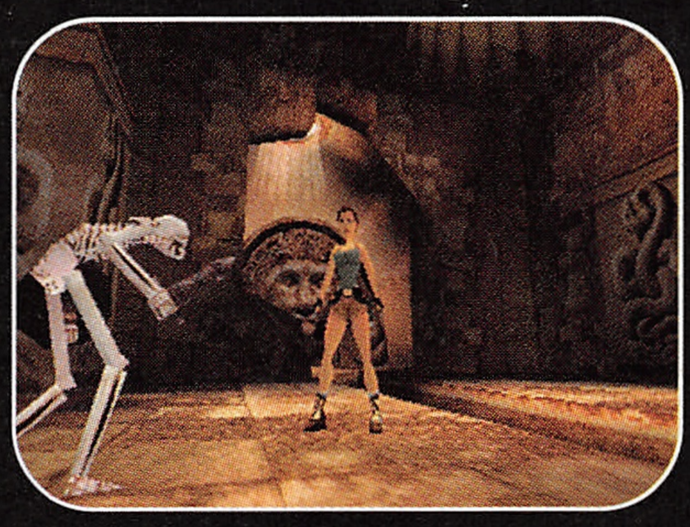
TOMB RAIDER®

CORE DESIGN is at it again. This fall will see the return of two top games with the PlayStation's hottest characters and Core's knack for addictive gameplay. Tomb Raider: The Last Revelation and Fighting Force 2 are sure to satisfy fans as well as capture the imagination of new players. For more on two of the hottest titles coming this fall, read on..

Egypt. Land of mythology, mystery, pharoahs... and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction... or death. Enter: Lara Croft. Based entirely in Egyptian locations, The Last Revelation's plot revolves around ancient mythology and the alignment of the stars at the millennium. Finding herself in a serious predicament, Lara's objective is clear from the outset - she must escape a terrifying destiny and rectify a situation that threatens to destroy humanity.

The story is unveiled seamlessly through gameplay action driven by advanced engine technology. New programming routines allow levels to dissolve into cinematic cut-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous, focused experience.

Tomb Raider: The Last Revelation's redesigned inventory system replaces traditional inventory rings with an easier-to-use interface allowing items to be combined, collected and stored. The new inventory also features Lara's diary, which includes her personal notes from each adventure and a location map that players can access for hints and tips.



And SET sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'



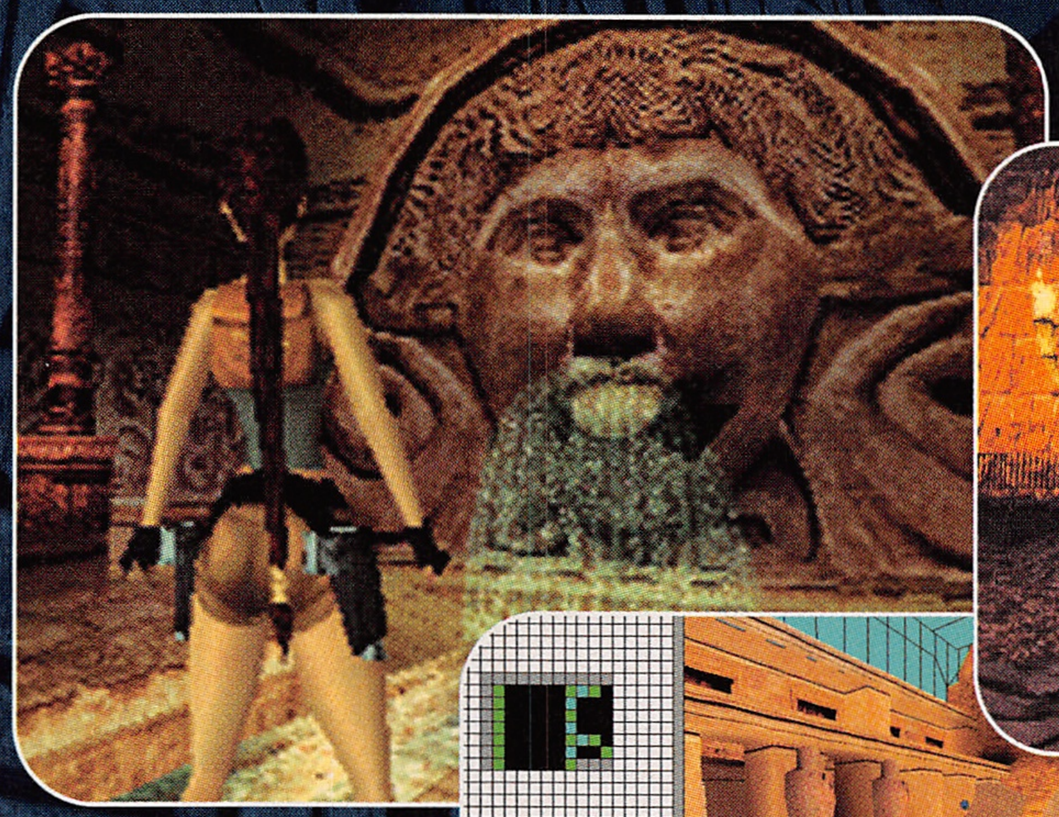
Application of the transformed system will give new life to puzzle elements – a key feature of Tomb Raider: The Last Revelation. Clear objectives and smaller locations will result in less time spent traveling between areas. Individual environments are more reminiscent of the original game - tightly focused and puzzle-oriented, but with higher levels of detail and a greater number of objects than seen before.

The atmosphere will also be more akin to the original due to the emphasis on ancient locations and tombs. To further the atmospheric detail, the lighting system features spotlighting. New environment mapping allows a variety of surfaces and objects to reflect and react to light sources. Lara herself will have a new remodeled look -- fully skinned and more detailed. A range of new moves, both simple and complex, provides an assortment of brand new puzzle and trap mechanisms for Lara to negotiate. The puzzles are based on Egyptian mythology and will operate like complex board games right at the player's fingertips.

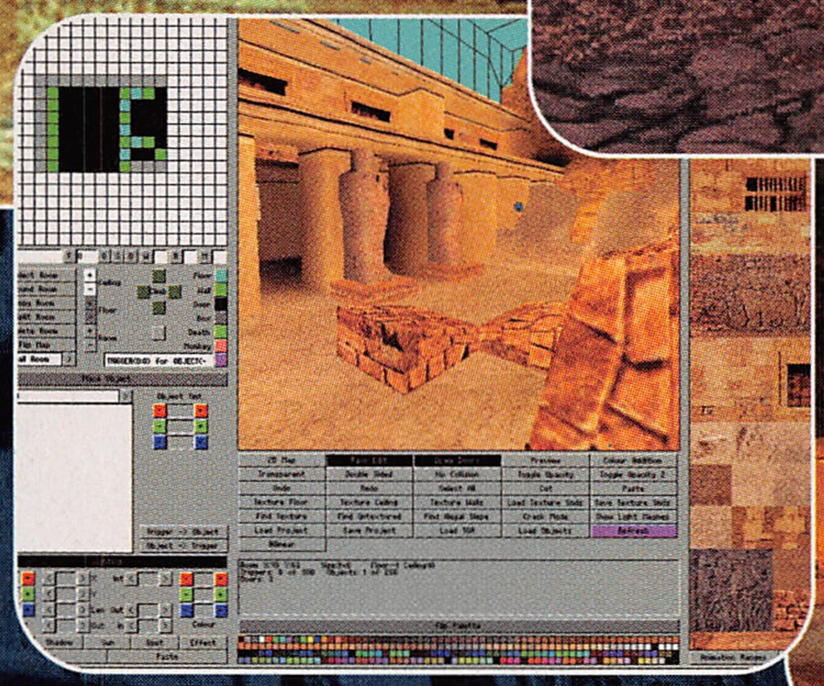
CORE Design

TOMB RAIDER: THE LAST REVELATION

Interview with Adrian Smith of Core Design









So what's the plot this time?
We've made the basis of the story a lot simpler this time around - the player is given a very clear objective from the outset. The plot will twist and turn as Lara progresses, but the ultimate goal always remains in sight.

Very basically, Lara inadvertently releases something rather nasty whilst breaking into an ancient tomb... and of course she's the only one who can put things right. The path of true adventure never runs smooth so Lara will have various tasks to complete before she's able to face a final confrontation.

Do you fear a backlash against this title since it is the 4th in the series?
Despite any number of new features and improvements, the game is still, in essence, 'Tomb Raider' - an adventure game featuring Lara Croft. What we have done this time is completely re-address a number of key elements. This will immediately distinguish Last Revelation from its predecessors and bring fresh life to the title. The on-screen format is completely new - gone are the old inventory rings, loading screens etc. It's always been our intention to make the fourth game as accessible to as many people (both old fans and new users) as possible. We've focused on simpler gameplay so the game will be easier that TRIII in terms of direction and objectives. Players will know exactly what to do, and where they have to do it. The difficulty lies in solving the puzzles that will enable players to complete objectives - so it's very much like the original game in that respect. A very clear storyline and single location means that a lot less time is wasted covering vast distances.

In some ways Last Revelation is a prequel to the trilogy, but the technical advances will make it far more detailed and atmospheric. If you've never played a Tomb Raider game, this is the one that we'll be recommending!

Can you tell us about any of the new enemies that Lara will face?
We're concentrating on highly detailed enemies - there may be fewer of these but they will certainly be more purposeful than those seen in previous titles. Since we're dealing with Egypt, our artists and animators have really been able to let their imaginations go so we've got mythological baddies as well as natives and generics. Due to the nature of the plot, you'll find a lot of rather strange things happening and don't be surprised if you find that your are pitting your skill against an adversary through the adventure.





Will there be another game in the Tomb Raider series?
Well you know what they say... You just can't keep a good girl down...!

TEEN T CONTENT RATED BY ESRB

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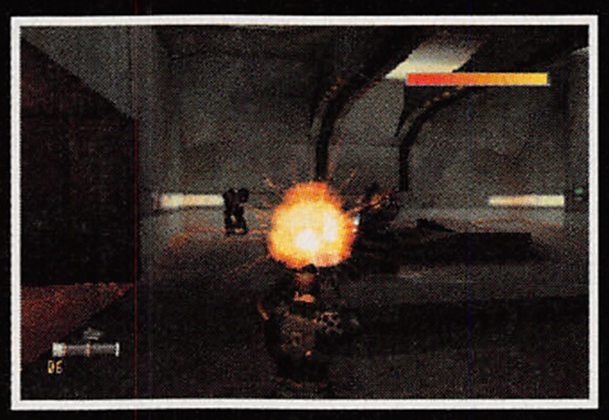
CORE DESIGN

TOMB RAIDER: THE LAST REVELATION

FIGHTING FORCE 2™

COMING SOON FOR BOTH PLAYSTATION AND DREAMCAST

A Sequel? Well, What's New?



In **Fighting Force 2**, everything is new. Core Design took the best elements of the original game, which was the fast-paced hand-to-hand combat and object interaction and carried it to the next level in gaming. Sporting a brand new 3D game engine and focusing on the action genre rather than simple beat'em up has really opened the eyes of tough to please hard-core gamers. Rather than using an entire "Force" of characters, Core has chosen to focus on one main character (see side bar), Hawk Manson, to lead the charge in this sequel. This allows for more storyline elements to be introduced as well a greater number of animations or moves the character will have. The main objective of the game is not known at the outset. The storyline is integrated, giving clear objectives that allow the plot to unfold. Cut scenes will be used to give the player his next objective or further information. Then as the player progresses through each location, a number of scripted scenes will be used to advance the story line. Hawk is also equipped with a data handset of which information is received via the Control Base. The Base will give Hawk additional information and objectives.



"In fact we have introduced many new weapons, which will help the player to deal with some of the most difficult situations making the action more realistic and rewarding. All the fighting moves and the system have been redesigned so that interacting with them results in a more balanced game for the player," Ken Lockley, Producer at Core Design.

Hawk Manson

1987 Enrolled in the U.S. Marines. Saw active duty in Panama, Grenada, and the middle east. Served one year in the elite Navy Seals unit.

1995 Injured and discharged on medical grounds

1996-1999 Freelance security advisor for local law enforcement agencies in the United States and Europe. Police records cannot prove any links to vigilante activity but Manson is suspected of strong arm law enforcement and has been seen at paramilitary training camps in Texas and Nevada.

2000 Part of the team that uncovered and stopped Dr. Zeng from wiping out the population of planet earth at the turn of the century.

Current Occupation: Currently employed as a Weapons Inspector for the United Nations.

Specifications:
Alias: The Hawk
Height: 6'2
Weight: 196 lbs

Special Skills:
Experienced in projectile weapons and motor vehicles
Extras: Can hack any computer system



WEAPONS



Heckler and Koch HK-6T.

Lightweight and ease of use were the main design aims of this weapon. Designed to be used in a variety of combat scenarios, the rocket launcher utilizes a cartridge loading system to speed up rate of fire and delivers a range of ordinance. These include standard high explosive rounds, HEAT and laser targeted rockets.



T-8 MFG.

As standard NATO ordinance, the T-8 hand grenade has been produced in its millions and exported to over thirty countries world-wide.The T-8 was the first multi-format grenade (MFG) to come into service and the reliability of the weapon has made it a favorite with all branches of the armed forces, especially anti-terrorist and special forces units. Multi format programming allows the user to select the type of detonation required before arming the grenade.



Escher Commando Blade.

Titanium composite non-reflective blade. Lightweight carbon fibre handle. Balanced for throwing. The designers have used the most advanced technology and materials available to create a close quarters weapon capable of surviving even the most inhospitable environments.









LEVEL PROGRESSION

The player must negotiate nine global locations, split into approximately 24 separate stages. The levels vary from the steel mills of Pittsburg and a tank factory in Japan to South America. Each location holds a clue that leads to the final confrontation with the ultimate enemy. Throughout the missions Hawk will also collect body armor at the various locations which provide additional strength and protection. The game flow also splits after the fifth level where the player is given a choice that will result the player visiting different locations.

ARTIFICIAL INTELLIGENCE

Each of the 50 enemies and bosses has unique artificial intelligence and is knowledgeable about the layout of his surroundings. For example if Hawk enters a room the characters may react in differents ways. They may choose to confront the player, try to raise the alarm or run for assistance and if fired upon directly they run away, but also raise the alarm in the process. This is where some of the stealth capabilities play a role in the game. Some characters will not perceive the player as a threat unless a direct action is taken against them. Avoiding confrontation is some situations may be a more strategic decision.

"The AI and game flow control in FF2 create much more varied and interesting potential outcomes in any given situation. For instance the removal of an enemy before he manages to set an alarm (Bringing reinforcements into a room – This would be BAD!), will make passage through that area substantially easier. The player will also be able to learn from the behavior of individual enemies and in later levels, avoid having to deal with the reinforcements by taking the "alarm setting" enemy out FIRST before he is able to call them," says Lockley.

KEN LOCKLEY ON THE NEW APPROACH TO FF2

The original game's major weakness would have to be repetition. With FF2 the ratio of hand-to-hand combat and weapons use is roughly 50:50. We had to completely re-think the control system to allow many more combat moves / combos. There are specific



UZI-2.

The UZI-2 was a complete redesign of the thirty-year-old weapon designed by the Israeli army. Using modern construction techniques the new gun has maintained its small dimensions, lightweight and heavy rate of fire, but now features many improvements that were previously only available as bolt-on extras. Night sights, grenade launchers and ACT (Adaptive Cartridge Technology) have upgraded the gun into the next century.



SMG AT-9.

A military demolition grenade designed for breaking through fortifications and concrete obstructions. Carried by commando, Special Forces and marine first strike units the grenade has proved a versatile weapon for troops fighting ahead of the main force.



Colt SAR-9.

This weapon is in use with both military and police forces in the USA.
Firing a range of ordinance, the launcher has a range of 100m and has a rotating drum cartridge containing twelve rounds. Accuracy is not great, but this is not required for riot control or the kind of military operations it is designed for.



Dorling Industries MK-3000.

This stun gun fires a directed charge of 18000 Volts, paralyzing the target. Repeated shots will have a fatal effect on the target, and all police forces are aware of the controversial nature of this weapon.



Dodge Urban.

Using tough lightweight plastics, the Dodge is the next century's answer to the twelve-gauge shotgun of the old west. The recoil-inertia loading system employed in this weapon gives it the edge over other auto-loading shotguns. The higher recoil from this system is soaked up by the clever design of the weapons body and stock, and the advanced lightweight plastics that make up the construction.



GHK-9.

This high velocity sniper rifle is military and special forces grade hardware.
Lightweight and using advanced scope technology, it fires titanium hollow bore rounds at up to a 3km range.
The targeting scope is classified technology, and its environment sensors can detect wind speed, fall off and operator 'shake' and compensate for these factors accordingly.



Schiegler TOM-72.

This assault rifle is capable of a murderous and sustained rate of fire, outstripping any other assault rifle currently on the market. Firing 9mm rounds, the TOM-72 has been designed for upgradability and will accept a wide range of combat accessories. Night sights, laser targeting and grenade launchers being just a few. It is a favorite weapon for anti-terrorist units where close range and high rate of fire are required.



Dodge Riot Baton.

This is a carbon fibre baton designed to deliver an electric shock on contact with an earthed object. A favorite with security forces in the USA but banned in many other countries, the baton is used in riot control and siege-breaking operations.



General Dynamics M-30.

20mm explosive case rounds fired at thirty rounds a second make the General Dynamics chain gun a deadly piece of hardware. The compact dimensions of the weapon allow it to be mounted or carried, but the manufacturer does not recommend firing from the hip.



ARMACOM – 400.

With a range of 50m, this flamethrower was designed for urban warfare where neutralizing snipers and house to house fighting are necessary. The flammable chemical mix is held in a 10-litre tank under the body of the weapon and is pressurized prior to firing. Cumbersome and inaccurate, the weapon has not found favor amongst the armed forces.



Black Widow Strike Series 900.

Lightweight and tough, the design of this crossbow makes it ideal for covert operations. The weapon can be fitted with a laser guided night sight and is capable of firing a number of bolts. These include carbon fibre, poison tip and explosive head bolts.



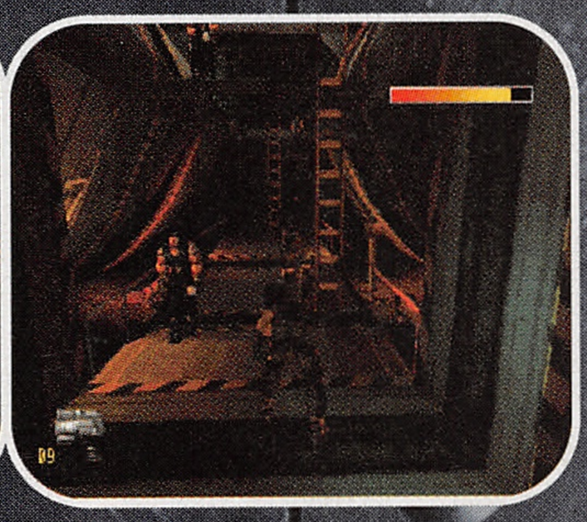
Hansoi Short Sword.

Titanium composite non-reflective blade. Lightweight carbon fiber handle. Balanced and designed for close range combat.









combos for specific weapons, even moves when guns are emptied (player can use empty pistol to hit enemies.) We also have 'chargeable' moves that take time to charge, but are extremely powerful. Due to the fact that there are more weapons available and to the type of 3D environments the count of moves has almost doubled from the previous Fighting Force.

FIGHTING FORCE 2™

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CORE

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FIGHTING FORCE 2

fear factor™

SYNOPSIS....

When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first. Hoping to leverage her safety for a sizeable pile of cash.









Search, destroy and fire-fight your way through the archaic chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

But what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any other that you could've imagined: a battle for the survival of the planet against the most unimaginable of enemies.

The Gameplay Experience

FEAR FACTOR is a suspense action adventure game unlike any of its predecessors. The gameplay is not about just winning. It is definitely not only about shooting monsters (although there will be plenty of that within the game) or solving typical puzzles. The objective of **FEAR FACTOR** is to provoke emotional responses from the Player (such as, laughter, screams, anger) by immersing them into the imaginary world and into the story of the experience.

Like watching a great horror action film, when the movie is over, the audience is rewarded with a satisfying experience… they've been scared, they've screamed and they've jumped out of their seats.

When you finish **FEAR FACTOR**, the ultimate reward will not be any different.

Multiple Player Characters

By design, you will get to "become" different characters within **FEAR FACTOR**, so that you may experience all of the facets of the story. This is not achieved through gimmicky game mechanics such as "mind controlling", "body jumping" or "soul possessing". It is



accomplished through logical plot editing and creative cinematic direction.

As you move from character to character, you assume more than new talents and abilities, you are also presented with new challenges and knowledge which helps you advance through the experience. Like any great story, **FEAR FACTOR** has a wide range of characters as well as interesting sub-plots that will draw your player's attention and keep you entertained for hours.

Fast-paced, with plenty of terror and thrills, **FEAR FACTOR** is a game in which the story is the focus of the your interaction.

Motion FX Technology

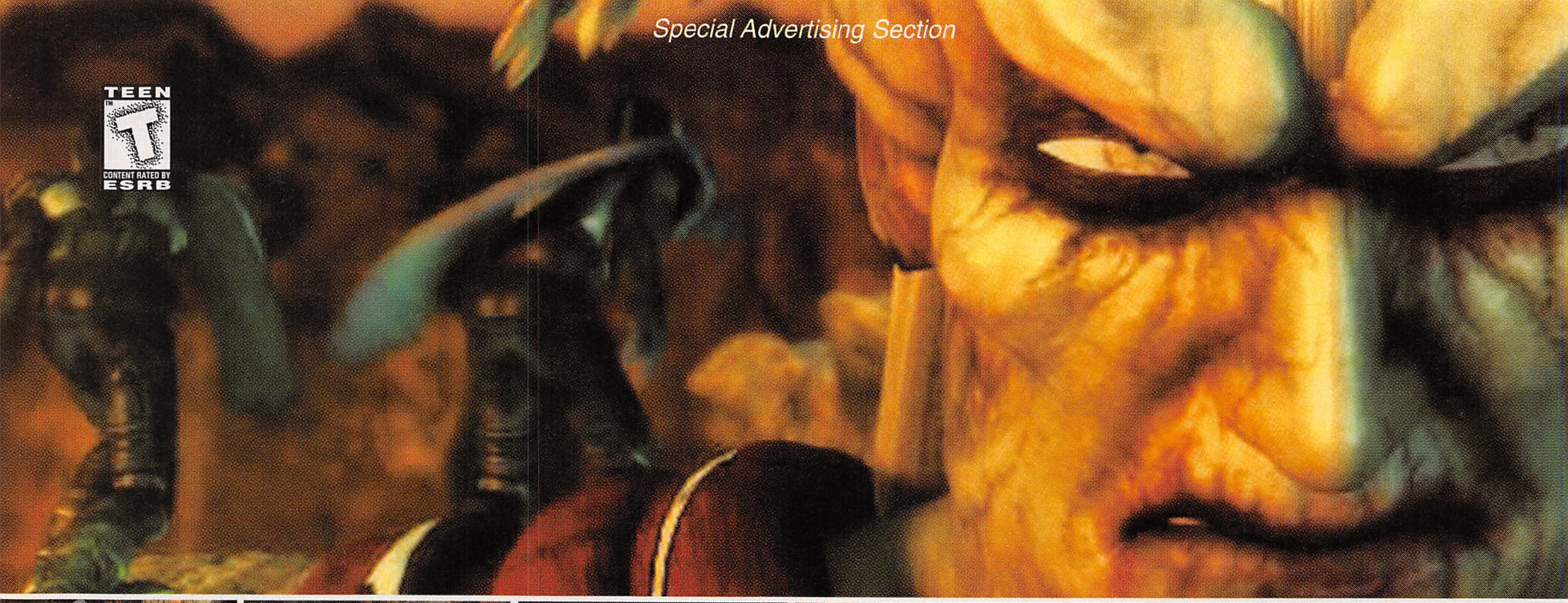
While previous games have combined Real-time Characters with Pre-rendered backgrounds, the result has always been to a flat, dead world in which wide open spaces are largely devoid of any sort of human activity.

FEAR FACTOR surpasses any previous experience in the genre because EVERY background in the game is ANIMATED, dubbed MOTION FX Technology. This means that the worlds of **FEAR FACTOR** will be alive, with dynamic action taking place within the backgrounds.

By creating the worlds of **FEAR FACTOR** with Motion FX, you are fully-immersed in the game universe: one that is visually breathtaking while at the same time taking advantage of the gameplay possibilities that the animated backgrounds provide.

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LEGACY OF KAIN: SOUL REAVER™

An interview with Amy Hennig Director of Legacy of Kain: Soul Reaver

How would you describe Legacy of Kain? What type of game is it? What kind of experience can players expect?

Our goal from the beginning was to provide a seamless, immersive game experience – an epic adventure set in a relatively non-linear game world, that rewards players' exploration and problem-solving skills. Soul Reaver is an action-adventure game with an intuitive set of player mechanics, an innovative combat system, lush visuals, and RPG-type elements like character growth, ability acquisition, and story progression.

What are the most compelling aspects of the game?

The first thing that comes to mind is the data-streaming technology – this allows us to provide a seamless, interconnected game experience, eliminating artificial divisions of the game world (and the annoyance of load times). Once the player begins a game, we never want to disrupt the immersion of the game experience, or pull them out of their willing suspension of disbelief.

Besides providing a seamless experience, this technology also allows us a greater variety of creatures, sounds, music, and environments in a much smaller area. Most games have to keep an entire level resident in memory (thus the load times, and the often apparent lack of graphic variety in levels); by streaming the data off the CD, we only have to keep a very small, localized area in memory at any one time. Run down a hallway in Soul Reaver, and the environment can change drastically – without the player ever having been aware that data was being dumped and loaded.

Second, our world-morphing technology provides something players have never seen before. As Nosgoth's first "angel of death," Raziel can shift at will (more or less) between the spirit realm and the physical world; when he loses all his energy in the material plane, he is automatically forced back into the spectral realm. In the game, these two realms exist simultaneously, the spectral plane being an eerie, expressionistic, "twilight" version of the physical world. During these plane-shifting events, the entire environment morphs in front of the player's eyes – the architecture twists and distorts, the lighting changes, and the denizens of the area fade in or out, depending on their planar affiliation.

Third, Soul Reaver offers an innovative combat system, which allows players to easily interact with enemies in a full-freedom 3D environment. By holding down the "autoface" button, the player can engage with and maneuver easily around enemies, sidestepping around them while planning an attack, and dodging and lunging easily to evade or launch attacks. Because Raziel's primary foes are vampires – and therefore only destroyable by impaling, sunlight, fire, or water -- the game also requires the player to formulate a plan of attack, to find weapons or use potentially-fatal elements in the environment to his advantage.

Finally, behind all the action is a complex storyline, conveyed primarily through in-game cinematic events and voice-over. I think players will be impressed by the quality of the script and the voice-acting in Soul Reaver – the voices are all provided by talented, experienced actors (most of whom are reprising their roles from the first game), and the voice direction and casting were provided by highly-respected industry veterans.

How big is the game? How long will it take players to finish it?

Geographically, the game is huge – but Raziel moves at a pretty good clip, and the placement of Warp Gates allows the player to teleport across the game world fairly easily. In terms of hours of gameplay, it will depend on how a player approaches the game. Players who proceed from one major goal to the next, without revisiting previously-explored areas to find bonus levels, will probably get 35-40 hours out of the game. For players who take the time to find all the bonus items and hidden glyph spell levels, the game should provide over 65 hours of gameplay.

Any tips for playing the game? Secrets or hints?

Mainly, players should remember that the game is all about freedom of exploration – each time Raziel receives a new ability, the player should explore areas previously visited to discover power-ups, spells, etc. The player can charge right to Raziel's next goal, if desired – none of these bonus areas are required to finish the game – but the player will have a richer (and longer!) gaming experience if they revisit previously-explored areas with new abilities.

So keep your eye out for locations that seem suspicious, and areas that you can't get to yet – make a mental note of these, so you can return later when Raziel earns a new ability. Each of the new abilities opens up previously-inaccessible areas – so if there's a gate you can't get through, an unreachable opening high up in a wall, a suspicious-looking window, an area you can't reach without swimming, or some odd apparatus that you can't operate yet, it probably means there's a bonus item, or a new area to be unlocked, nearby.

Secondly, don't forget to autoface those enemies! Soul Reaver's combat is built around the autoface system – you can fight enemies without using it, but the experience is much richer if you take full advantage of the autoface button.

And finally – when in doubt, shift into spectral. If you think you're stuck, the twisted architecture of the spectral realm may provide the clue that you need to progress.

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Final Fantasy VIII

psm resource guide



Final Fantasy VIII is easily the deepest and most complex RPG yet released on the PlayStation. You could spend months just trying to discover all the secrets and side-quests that the game has to offer. To make things easier for you, we've come up with this resource guide that covers the two coolest aspects of the game: Guardian Force and the Triple Triad. We decided not to do the standard walk-through strategy guide, because the game, itself, is pretty straightforward. Besides, we wouldn't want to spoil any of the adventure for you. Rather, we have covered just the areas of the game where players will probably need the most help.

Note: Parts of this guide were based on the Japanese version of the game, so the names of certain abilities or spells may be a little bit different.

Guardian Force

Guardian Force Locations

It wouldn't be much of a *Final Fantasy* game if you couldn't summon Guardian Forces to help you out during battles. So, *FFVIII* has got quite a number of them. Since they help to make your characters stronger and faster, you should make an attempt to find every G.F. in the game. Shown below is a listing of the main fifteen Guardian Forces and what you have to do to get them.

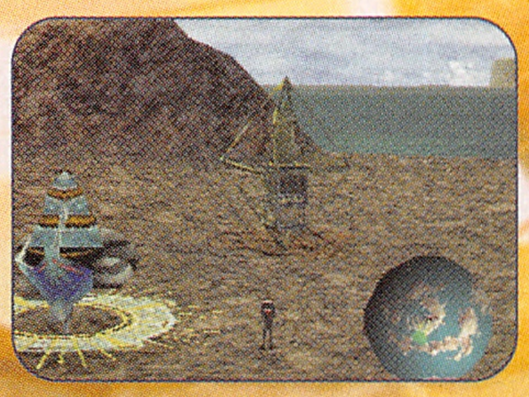
G.F. Name	Disc:	How To Get Them:
Quezacotl	1	When in your classroom at Balamb Garden, turn on the Computer, and go through the tutorial.
Shiva	1	Same as above.
Ifrit	1	Fight and defeat him at the Cave of Fire.
Siren	1	Draw it from Elvira.
Brothers	1	Fight and defeat them at the Tomb of the Nameless King.
Diablos	1	Use the Magic Lamp that Cid gives to you. Then fight and him.
Carbuncle	1	Draw him from Shumeruke, the boss that attacks Rinoa in Timber.
Leviathan	2	Draw it from Noogu, the creature that dwells in the basement of the Balamb Garden.
Pandemona	2	You need to draw it from Fujin.
Cerberus	2	Fight and defeat it in the front hall of the Galvadia Garden.
Alexander	2	Draw it from Edea.
Tonberi	3	Go to Sentora Ruins, and defeat the Tonberi boss. This can be done after you defeat Odin.
Giant Cactuar	3	Fight and defeat the Cactuar Boss on Cactuar Island.
Eden	3	Draw from Ultima in the Bahamut ruins.
Bahamut	3	Go to Warship Island, which is located at the southwest corner of the world map. Then fight and defeat it.

Finding and Earning Odin

Odin is in the Shitora Temple located on the islands to the North of Edea's House. As soon as you enter the temple, you will have 20 minutes to find and defeat him. Trust us, that's easier said than done. If you have Diablos, you should equip his "No Encounter" ability (if you have it), so that you don't run into any other enemies. Here is the quickest path to get to Odin:

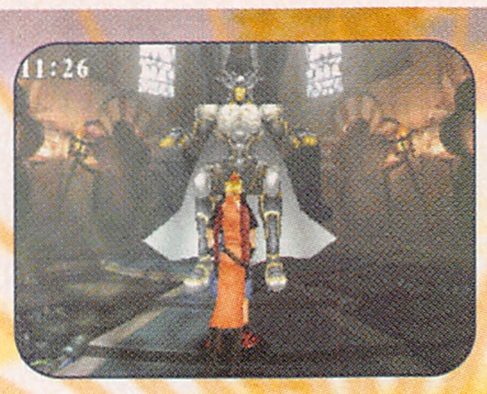
1. When you reach the area of the temple that has two ladders going up, go up the left one. When you reach the top, go through the window.

2. You will see a strange control console in front of you. Walk up to it and hit X and the top part of the console will open, revealing a blue glow.



◀ Odin's Temple is located on one of the islands North of Edea's home.

3. Head back down the ladder and stand in front of the small statue located between the two ladders. Hit X and it will open up revealing another blue light. Then, a staircase should appear to the right of you.



◀ Odin sits patiently on his throne and awaits thouse who dare challenge him.

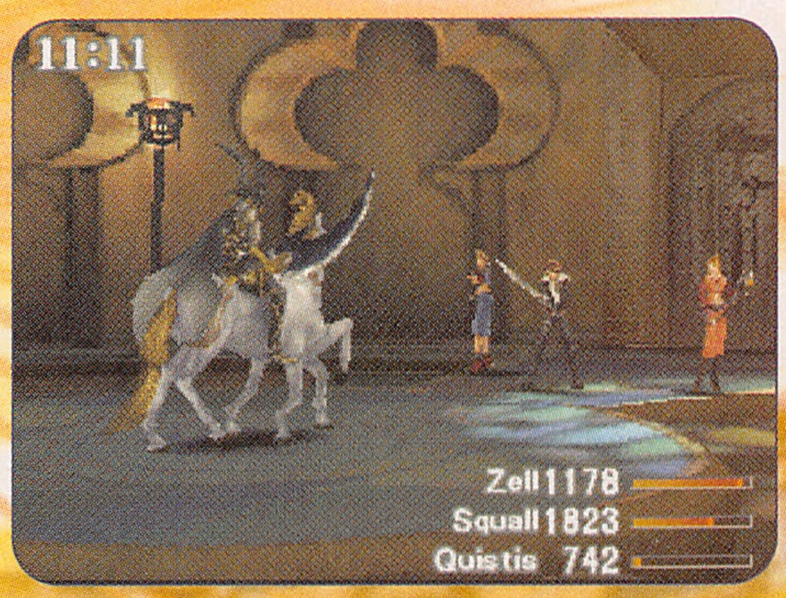
4. Head up the stairs until you see the large statue, and then climb up the nearby ladder to reach it. Remove the red left eye from the statue and continue up the stairs.

5. Climb up the next ladder you see and you will find another large statue with a red eye. Place the ref eye you got from the other statue and place it in this one. You will then get a special, five-digit code number. Memorize it.

6. Grab both of the red eyes from the statue and head all the way back down to the earlier statue. Place both red eyes in this one and enter the five-digit code that you learned. The door below you will open up.

7. Enter through the door to face Odin.

Note: After defeating Odin, you won't get him like you do the other Guardian Forces. Rather, depending on your luck stats, Odin will appear from time to time and help you during battles.



▲ Odin doesn't actually attack that much, which is good.

Getting Gilgamesh

In order to get Gilgamesh, you just have to make sure that you have earned Odin by the time you fight Seifer in Pandora. Odin will then turn into Gilgamesh.

Guardian Force Abilities

Abilities are divided up into five different main categories. Each category provides a different type of skill to your Guardian Force. Due to the fact that there are so many abilities to choose from, it can get a bit overwhelming. So, to help you out, we have a compiled a listing of every major ability in the game, where you get it from and what ability it provides.

Junction Abilities: . . . . Allow you to junction your stats.
Command Abilities: . . . Gives you new menu commands during battles
Character Abilities: . . . Gives your characters bonuses or special abilities.
Party Abilities: . . . . . Gives you abilities that your whole party benefits from.
G.F. Abilities: . . . . . Gives you abilities that your Guardian Force benefits from.
Menu Abilities: . . . . . Gives you commands you can use at the menu.

Junction Abilities

Name: HP-J
Ability from: Quezacotl, Ifrit, Brothers, Diablos, Carbuncle
Effect: It allows you to enfuse magic with your HP therefore raising it. The power of the spell, and the number in stock determine how much the number will rise.
Required AP: 50

Name: Strength-J
Ability from: Shiva, Ifrit, Brothers, Pandemona, Cerberus
Effect: It allows you to enfuse magic with your Strength therefore raising it.The power of the spell and the number in stock determine how much the number will rise.
Required AP: 50

Name: Body Strength-J
Ability from: Quezacotl, Shiva, Carbuncle
Effect: It allows you to enfuse magic with your Defense therefore raising it. The power of the spell and number in stock determine how much the number will rise.
Required AP: 50

Name: Magic Power-J
Ability from: Siren, Diablos, Carbuncle, Leviathan, Cerberus
Effect: It allows you to enfuse magic with your Magic Strength therefore raising it. The power of the spell and number in stock determine how much the number will rise.
Required AP: 50

Name: Spirit-J
Ability from: Shiva, Brothers, Leviathan, Cerberus, Alexander
Effect: It allows you to enfuse magic with your Spirit therefore raising it. The power of the spell and number in stock determine how much the number will rise.
Required AP: 50

Name: Speed-J
Ability from: Pandemona, Cerberus, Eden
Effect: It allows you to enfuse magic with your Speed therefore raising it. The power of the spell and number in stock determine how much the number will rise.
Required AP: 120

Name: Accuracy-J
Ability from: Diablos, Cerberus, Eden
Effect: It allows you to enfuse magic with your Accuracy therefore raising it. The power of the spell and number in stock determine how much the number will rise.
Required AP: 200

Name: Evasion-J
Ability from: Cactuar, Eden
Effect: It allows you to enfuse magic with your Evasion Rate therefore raising it. The power of the spell and number in stock determine how much the number will rise.
Required AP: 120

Name: Luck-J
Ability from: Cactuar
Effect: It allows you to enfuse magic with you Luck the therefore raising it. The power of the spell and number in stock determine how much the number will rise.
Required AP: 200

Name: Attribute Attack
Ability from: Quezacotl, Shiva, Ifrit, Brothers, Leviathan, Pandemona, Alexander, Grasharaboras
Effect: Allows you to give your weapons magical properties. (Example: if you want your weapon to have fire then just use fire)I think the more powerful the spell the stronger the attack. Note:If you use Ultima you can get every element in your attack.
Required AP: 160

Name: Attribute Defense
Ability from: Quezacotl, Shiva, Ifrit, Brothers, Leviathan, Pandemona, Alexander
Effect: Allows you to give your defense magical properties. (Example:if you want to defend against fire then use fire)I think if you use a more powerful spell the stronger the defense is.
Required AP: 100

Name: Attribute Defense x2
Ability from: Quezacotl, Shiva, Ifrit, Leviathan, Pandemona, Alexander
Effect: Same as above except you can use 2 magics. Again I think the more powerful the spell the stronger the defense.
Required AP: 130

Name: Attribute Defense x4
Ability from: Grasharaboras
Effect: Same as above except you can use 4 magics.
Required AP: 180

Name: Status Attack
Ability from: Siren, Carbuncle, Cerberus, Grasharaboras
Effect: Similar to Attribute Attack, but you can do status damage (Example: Use bio and you can attack with a poison effect).
Required AP: 160

Name: Status Defense
Ability from: Siren, Carbuncle, Cerberus
Effect: Same as above except you get the defense of the attack
Required AP: 100

Name: Status Defense x2
Ability from: Siren, Carbuncle, Cerberus
Effect: Same as above, but you can get Status defense against 2 things. Like Death and Poison.
My Rating:7/10
Required AP: 130

Name: Status Defense x4
Ability from: Cerberus, Grasharaboras
Effect: Same as above, but you can get Status defense against 4 things.
Required AP: 180

Name: Ability x3
Ability from: Diablos, Carbuncle, Cerberus, Alexander
Effect: This is a great ability. You can now Equip three Character or Party Abilities on one character instead of two.
Required AP: -

Name: Ability x4
Ability from: Bahamut
Effect: Same as above except you can equip four Character of Party abilities on a single character.
Required AP: -

Command Abilities

Name: Magic
Ability from: All
Effect: Allows you to cast magic.
Required AP: -

Name: G.F.
Ability from: All
Effect: Allows you to summon a G.F.
Required AP: -

Name: Draw
Ability from: All
Effect: Allows you to draw magic from enemies.
Required AP: -

Name: Item
Ability from: All
Effect: Allows you to use items during battle.
Required AP: -

Name: Card
Ability from: Quezacotl
Effect: This lets you get a Card from the enemy. The lower the enemy HP the higher your chance of succeeding. Some enemies can not be carded.
Required AP: 40

Name: Countdown to Death
Ability from: Shiva
Effect: Same thing as in past FF's. It's a delayed instant

death (If it works).
Required AP: 60

Name: Rush Attack
Ability from: Ifrit, Eden
Effect: When used you become Beserked, Hasted, and Shield all at once.
Required AP: 60

Name: Medial Treatment
Ability from: Siren
Effect: This will take off all status effects on your character.
Required AP: 100

Name: Defend
Ability from: Brothers, Cactuar
Effect: Allows you to use the defend command in battle. When defending you take 0 damage from physical attacks.
Required AP: 100

Name: Darkness
Ability from: Diablos, Grasharaboras, Eden
Effect: If you use it in battle you will deliver a more powerful attack then you normally would, but it will cost you some HP's.
Required AP: 100

Name: Recovery
Ability from: Leviathan
Effect: Restores all your HP in battle.
Required AP: 200

Name: Absorb
Ability from: Pandemona, Grasharaboras
Effect: Lets you steal a little bit of the enemies HP.
Required AP: 80

Name: Revive
Ability from: Alexander
Effect: Revives a dead party member with all of their HP.
Required AP: 200

Name: Self-Explosion
Ability from: Cactuar
Effect:A character will sacrifice their lives for a very powerful attack. The more HP the stronger that attack.
Required AP: 100

Name: Level Down
Ability from: Tonberi
Effect: This will halve the level of your enemy. After which he becomes weaker. However you will get less experience after the battle.
Required AP: -

Name: Level Up
Ability from: Tonberi
Effect: This will make the enemies level rise. But you will get more experience after the battle.
Required AP: -

Name: Moogle
Ability from: Any
Effect: Summons a Moogle to perform a variety of attacks.
How to get: You will need to use the Moogle Charm.
Required AP: -

Character Abilities

Name: HP+20%
Ability from: Brothers, Diablos, Carbuncle
Effect: It increases your HP by 20%.
Required AP: 60

Name: HP+40%
Ability from: Brothers, Diablos, Carbuncle
Effect: It increases your HP by 40%.
Required AP: 120

Name: HP+80%
Ability from: Brothers, Diablos, Carbuncle
Effect: It increases your HP by 80%.
Required AP: 240

Name: Strength+20%
Ability from: Ifrit, Pandemona
Effect: It increases your Strength by 20%.
Required AP: 60

Name: Strength+40%
Ability from: Ifrit, Pandemona
Effect: It increases your Strength by 40%.
Required AP: 120

Name: Strength
Ability from: Bahamut
Effect: It increases your Strength by 60%
Required AP: -

Name: Body Strength+20%
Ability from: Shiva, Carbuncle
Effect: It increases your Defense by 20%.
Required AP: 60

Name: Body Strength+40%
Ability from: Shiva, Carbuncle
Effect: It increases your Defense by 40%.
Required AP: 120

Name: Body Strength+60%
Ability from: Any(You have to use the item; Adamantium)
Effect: It increases your Defense by 60%
Required AP: -

Name: Magic Power+20%
Ability from: Quezacotl, Siren, Diablos
Effect: It increases your Magic Power by 20%.
Required AP: 60

Name: Magic Power+40%
Ability from: Quezacotl, Siren, Diablos
Effect: It increases your Magic Power by 40%.
Required AP: 120

Name: Magic Power+60%
Ability from: Bahamut
Effect: You Magic Strength is increased by 60%.
Required AP: -

Name: Spirit+20%
Ability from: Shiva, Leviathan, Alexander
Effect: It increases your Spirit by 20%.
Required AP: 60

Name: Spirit+40%
Ability from: Shiva, Leviathan, Alexander
Effect: It increases your Spirit by 40%.
Required AP: 120

Name: Spirit+60%
Ability from: Any(You have to use the item; Devil's Bracelet)
Effect: It increases your Spirit by 60%
Required AP: -

Name: Speed+20%
Ability from: Pandemona, Cerberus
Effect: It increases your Speed by 20%.
Required AP: 150

Name: Speed+40%
Ability from: Pandemona, Cerberus
Effect: It increases your Speed by 40%.
Required AP: 200

Name: Evasion+30%
Ability from: Cactuar, Tonberi
Effect: It increases your Evasion Rate by 30%.
Required AP: 150

Name: Luck+50%
Ability from: Cactuar, Tonberi, Eden
Effect: It increases your Luck by 50%.
Required AP: 200

Name: HP Bonus
Ability from: Brothers, Cactuar
Effect: When ever you get a Level up, you gain extra HP's.
Required AP: 100

Name: Strength Bonus
Ability from: Ifrit, Cactuar
Effect: Every time you gain a level you gain extra Strength points.
Required AP: 100

Name: Body Strength Bonus
Ability from: Carbuncle, Cactuar
Effect: Every time you gain a Level you gain extra Body Strength points.
Required AP: 100

Name: Magic Power Bonus
Ability from: Siren, Cactuar
Effect: Every time you gain a level you gain extra Magic Power points.
Required AP: 100

Name: Spirit Bonus
Ability from: Leviathan, Cactuar
Effect: Every time you gain a level you gain extra Spirit points.
Required AP: 100

Name: Protect
Ability from: Brothers
Effect: The character that has this equipped will protect the other characters from physical damage.
Required AP: 100

Name: Seize
Ability from: Diablos, Bahamut
Effect: Now when you attack you steal an item too.
Required AP: 200

Name: Counter
Ability from: Carbuncle
Effect: When attacked you will attack back.
Required AP: 200



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Goals 50
Assists 136
Opponents Assisted Off Ice..... 460



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Instigate, retaliate or just plain intimidate. Drop the gloves for a one-button brouhaha.



BONE THUMPING HITS

Dish out hip checks. Open-ice checks. "I've been flattened and I can't get up" checks.



EGO-SHREDDING DEKES

Attention keepers: Prepare for a D-splitting, one-timing, twine-denting puck attack.

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PlayStation®

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Name: First Attack
Ability from: Pandemona, Cactuar, Tonberi
Effect: This will give you first attack in battle.
Required AP: 160

Name: Medicine Knowledge
Ability from: Alexander
Effect: Increase the effectiveness of a potion by 2. (A potion would now heal 400 HP as apposed to 200 HP).
Required AP: 200

Name: Walk and Recover
Ability from: Cactuar, Tonberi
Effect: The character that his this equipped will now recover their HP's just by walking.
Required AP: 200

Name: Auto Potion
Ability from: Leviathan, Cactuar, Tonberi
Effect: Every turn in battle you will be healed 200 HP's.
Required AP: 150

Name: Auto Reflect
Ability from: Carbuncle
Effect: When ever you are in battle, Reflect is automatically cast on you.
Required AP: 250

Name: Auto Haste
Ability from: Cerberus
Effect: When ever you are in battle, Haste is automatically cast on you.
Required AP: 250

Name: Auto Protect
Ability from: Bahamut
Effect: When ever you are in battle, Protect is automatically cast on you.
Required AP: 250

Name: Auto Shield
Ability from: Bahamut
Effect: When ever you are in battle, Shield is automatically cast on you.
Required AP: 250

Name: Double Consumption
Ability from: Cerberus, Bahamut, Cactuar
Effect: Doubles the power of any magic that you cast.
Required AP: 250

Name: Triple Consumption
Ability from: Eden
Effect: Triples the power of any magic that you cast.
Required AP: 250

Name: Damage Return
Ability from: All
Effect: When your are hit 1/4 of the Damage is returned to the enemy.
How to get: You need to turn 100x Saboten Splinters into the item
Required:100 Iron Needles.

Name: Ribon
Ability from: Anyone(another fairly secret ability)
Effect: With this ability you status can never be changed.
How to get: You will need to play through the Pocketstation mini-game to get this one.

Party Abilities

Name: Discover Hidden Points
Ability from: Siren
Effect: When used you can view hidden draw points and hidden save points.
AP to learn: 40

Name: Encounter 50% Less
Ability from: Diablos
Effect: This will lower your encounter rate by half.
AP to learn: 30

Name: No Encounter
Ability from: Diablos
Effect: With this, you will never have to fight "random" battles.
AP to learn: 100

Name: Awareness
Ability from: Cerberus
Effect: With this ability you never will be back attacked.
AP to learn: 200

Name: Rare Item
Ability from: Bahamut
Effect: Your Party will find "rare" items more often.
AP to learn: 250



Guardian Force Abilities

Name: Summon Magic+10%
Ability from: Quezacotl, Shiva, Ifrit, Siren, Leviathan, Pandemona, Alexander, Grasharaboras, Bahamut, Tonberi, Eden
Effect: Increases the damage of the Summon spell by 10%.
AP to learn: 40

Name: Summon Magic+20%
Ability from: Quezacotl, Shiva, Ifrit, Siren, Leviathan, Pandemona, Alexander, Grasharaboras, Bahamut, Tonberi, Eden
Effect: Increases the damage of the Summon spell by 20%.
AP to learn: 70

Name: Summon Magic+30%
Ability from: Quezacotl, Shiva, Ifrit, Siren, Leviathan, Pandemona, Alexander, Grasharaboras, Bahamut, Tonberi, Eden
Effect: Increases the damage of the Summon spell by 30%.
AP to learn: 140

Name: Summon Magic+40%
Ability from: Grasharaboras, Bahamut, Eden
Effect: Increases the damage of the Summon spell by 40%.
AP to learn: 200

Name:G.F.HP+10%
Ability from: All
Effect: Increases the HP of the G.F. by 10%.
AP to learn: 40

Name:G.F.HP+20%
Ability from: All
Effect: Increases the HP of the G.F. by 20%.
AP to learn: 70

Name:G.F.HP+30%
Ability from: Brothers, Diablos, Carbuncle, Leviathan, Pandemona, Cerberus, Grasharaboras, Bahamut, Cactuar, Tonberi, Eden
Effect: Increases the HP of the G.F. by 30%.
AP to learn: 140

Name:G.F.HP+40%
Ability from: Grasharaboras, Bahamut, Eden
Effect: Increases the HP of the G.F. by 40%.
AP to learn: 200

Name: Aid
Ability from: Quezacotl, Shiva, Ifrit, Siren, Brothers, Leviathan, Pandemona, Alexander, Grasharaboras, Bahamut, Tonberi, Eden
Effect: With it you can double, even triple the damage you do with your G.F.

How it works: When you Summon a G.F. hold down Select. Then just start pressing the S button(square) as fast as you can. The only problem is that you have to stop pressing it when you see the red X (Or it will be reset). If you do it right you can increase the power of the spell by a lot. Here is a little chart to help make it a little more clear:

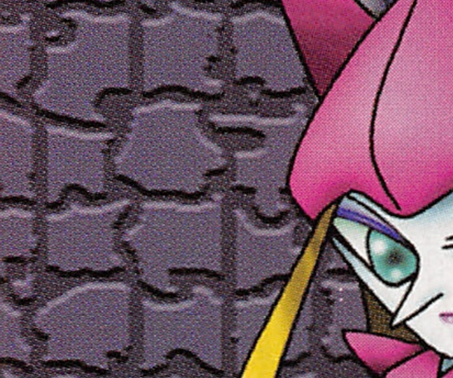
- When you see the name of the attack hold down select.
- When you see the Square symbol in the bottom right start pressing the Square button.
- When you see the red X stop pressing it, when the red X leaves start pressing it again.

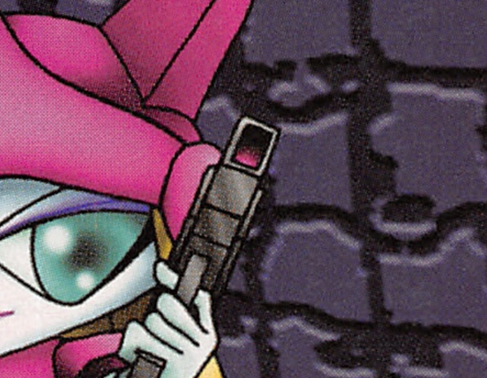
Menu Abilities

Name: Make Thunder Magic
Ability from: Quezacotl
Effect: It allows you to turn certain items into magic.
Magic you can make:
Magic Stone Fragment = 5x Thunder
Magic Stone = 5x Thunder-ra
Magic Guidance Stone = 5x Thunderga
Corel Fragment = 20x Thunder-ra
Sharp Tail Wind = 20x Aero

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And a Dangerous Dimension of Fantasy
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Windmill = 20x Tornado
Dynamo Rock) = 20x Thunderga
AP to learn: 30

Name: Make Ice Magic
Ability from: Shiva
Effect: It allows you to turn certain items into magic.
Magic you can make:
Magic Stone Fragment = 5x Blizzard
Magic Stone = 5x Blizzard-ra
Magic Guidance Stone = 5x Blizzardga
Wind of the South Pole = 20x Blizzard-ra
Wind of the North Pole = 20x Blizzardga
Fish Fin = 20x Blizzardga
Sparkling Water = 50x Water
AP to learn: 30

Name: Make Fire Magic
Ability from: Ifrit
Effect: It allows you to turn certain items into magic.
Magic you can make:
Flare Stone = Flare
Phoenix Wing = 100x Firega
Phoenix Soul = 100x Firega
Bomb Spirit = 100x Firega
Magic Stone Fragment = 5x Fire
Magic Stone = 5x Fire-ra
Magic Guidance Stone = 5x Firega
Dragon Fang) = 20x Flare
Bomb Fragment) = 20x Fire-ra
Red Fang) = 20x Firega
AP to learn:-

Name: Make Life Magic
Ability from: Siren
Effect: It allows you to turn certain items into magic.
Magic you can make:
Holy Water = 2x Zombie
Death Stone = Death
Holy Stone = Holy
Iyashi Ring = 100x Curega
Phoenix Soul) = 100x Araise
Healing Mail = 20x Curega
Revive Ring = 20x Arise
5x Cure = Cure-ra
5x Cure-ra = Curega
Tent = 10x Curega
Cottage = 20x Curega
Zombie Powder = 20x Zombie
Nokogiri's Edge = 10x Death
Iyashi Water = 20x Cure-ra
Mesmerize Blade = 20x Regen
Life Ring = 20x Rise
Wind Whisper = 50x Curega
Moon Stone = 20x Holy
Souls of the Dead = 20x Death
Kitchen Knife = 30x Death
AP to learn: 30

Name: Make Void Magic
Ability from: Diablos
Effect: It allows you to turn certain items into magic.
Magic you can make:
Eijis Tailsman = 100x Haste
Soul of Thamas = 60x Triple
Rocket Engine = 50x Triple
Engine = 100x Haste
3 Stars = 100x Triple
Magic Stone Fragment = 5x Slow
Magic Stone = 5x Haste
Magic Guidance Stone = 5x Stop

Dash Shoes = 20x Haste
Black Hole = 30x Gravide
Spider String = 20x Slow
Iron Sphere = 15x Gravide
Dragon Bone = 20x Quake
Dragon Scale = 20x Double
AP to learn: 30

Name: Make Status Magic
Ability from: Diablos
Effect: It allows you to turn certain items into magic.
Magic you can make:
Antidote = 1x Bio
Golden Needle = 3x Break
Eye Medicine = Drain
Mountain Medicine = 2x Silence
Iron Pipe = 20x Beserk
Magic Stone Fragment = 5x Silence
Magic Stone = 5x Beserk



Magic Guidance Stone = 5x Bio
Ochuu Tentacle = 30x Drain
Cocotrice Feather = 20x Break
Friend Killer Sword = 20x Confuse
Liquid Substance = 10x Merton
Sleeping Powder = 20x Sleep
Charm Claw = 10x Bind
Poison Fang = 20x Bio
Morbor Tentacle = 40x Bio
Silence Powder = 20x Silence
AP to learn: 30

Name: Make Support Magic
Ability from: Leviathan
Effect: It allows you to turn certain items into support magic.
Magic you can make:
Remedy = 5x Heal
Shield Stone = Shield
Protection Stone = Protection
Aura Stone = Aura
Rescue Set = 100x Heal
Ring of Giants = 60x Protection
Turtle Shell = 30x Protection
Rune Bracelet = 40x Shield
Moon Curtain = 100x Shield
Iron Curtain = 100x Protection

Curtain of Light = 100x Reflect
Magic Stone Fragment = 5x Heal
Magic Stone = 5x Dispell
Magic Guidance Stone = 20x Dispell
Nokogiri's Edge = 20x Dispell
Vampire Fang = 20x Drain
Fighting Spirit Fragment = 5x Aura
Barrier System = 40x Shield
Dragon Fang = 20x Heal
Dragon Skin = 20x Reflect
AP to learn: 30

Name: Make Forbidden Magic
Ability from: Bahamut
Effect: It allows you to turn certain items into magic.
Magic you can make:
Meteo Stone = Meteo
Ultima Stone = Ultima
Star Fragment = 5x Meteo
Sparkling Energy = 3x Ultima
5x Wave Bullets = Ultima
Dark Matter = 100x Ultima
AP to learn:-

Name: Make Medium Class Magic
Ability from: Quezacotl
Effect: Allows you to take a spell to the next level.
What you can Make:
5x Cure = Cure-ra
5x Fire = Fire-ra
5x Blizzard = Blizzard-ra
5x Thunder = Thunder-ra
AP to learn:60

Name: Make High Class Magic
Ability from: Alexander
Effect: Allows you to take a spell to the Highest level.
What you can make:
5x Cure-ra = Curega
5x Fire-ra = Firega
5x Blizzard-ra = Blizzardga
5x Thunder-ra = Thunderga
10x Aero = Tornado
10x Double = Triple
AP to learn:120

Name: Make Cure Medicine
Ability from: Carbuncle
Effect: Allows you to turn items into Cure Items.
Items you can make:
4x Tent = Mega Potion
2x Cottage = Mega Potion
4x Iyashi Ring = 20x Mega Potion
Healing Mail = 6x Hi-Potion
2x Phoenix Soul = 10x Phoenix Tail)
Revive Ring = 8x Phoenix Tail
Iyashi Water = 2x Hi-Potion
Mezmorise Blade = 2x Mega Potion
Life Ring = 2x Phoenix Tail)
AP to learn:30

Name: Make Status Medicine
Ability from: Siren
Effect: Allows you to make Status items.
Items you can make:
Rescue Set = 20x Remedy
Ochuu Tentacle = 3x Eye Medicine
Coctrice Feather = 3x Gold Needle
Zombie Powder = 3x Holy Water
5x Friend Killer Sword = Remedy
5x Sleeping Powder = Remedy

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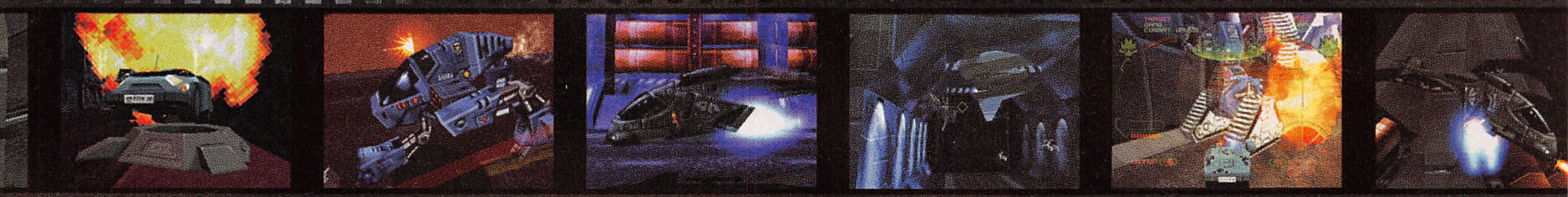
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Triple Triad: Collecting All The Cards

One of the most interesting additions to Final Fantasy VIII, the Triple Triad card game is a lot like dominos. By pressing the SQUARE button, when facing a character, you can challenge them to a game. If you win, you are allowed to keep at least one card from your opponent's playing hand but if you lose, you will have to give up one of your cards. By collecting rare or special cards throughout the game, you can increase your chances of winning. However, collecting all the rare and special cards can be a monumental undertaking. That's why we've come up with this useful resource guide that lists the locations for all of them. Enjoy.

(Note: For more detailed instructions about playing the card game, please consult the FFVIII manual.)

Card Club Group

The Card Club group is a group of people in Balamb Garden who enjoy playing cards. Certain rare cards can only be obtained from some of them. They are divided into ranks and you must beat them in the order that follows:

Jack - The guy hanging around the location board in the main hall.
Crab - He walks along the path in front of the carpark.
Diamond - The 2 girls walking towards the location board in the main hall.
Spade - The guy sitting next to the 2nd floor elevator. (He is next to another guy also sitting around.
Heart - Shuu in Garden control room. You get Carbuncle card from her.
King - Talk to Doctor Kadouki in the infirmitry and go back to your room to rest alone. Someone will appear to challenge you. Obtain Gilgamesh card from him/her.
Joker - He randomly appears in the training center on the bridge next to a draw point. Obtain Leviathan card from him.

Earning The Kochocobo Card

To obtain the Kochocobo card, you first need to visit all the 6 Chocobo forests in the world. At each of them, you need to play the mini game to get the big chocobo to come out. Basically, your goal is to use the Chocobo Sonar to detect the chocobos at various location and summon them down. There is a pattern to each forest and your goal is to have 1 single chocobo left standing. That chocobo would summon a big chocobo when you talk to it. Before riding off on it, you need to search around with your Chocobo Sonar. Find a location with the highest rating and summon the big chocobo to it. It will dig and you will usually receive stones. (Aura stone, Ultima stone, Holy stone, etc..) Do this at all 6 forests and proceed to the Chocobo Holy forest.

You can only get there by Chocobo so proceed to the Chocobo forest near Travia Garden and grab yourself one. Navigate yourself toward the eastern beach in relation to the forest and walk across the waters to the next continent. Walk around until you get to the forest. Once there, watch a chocobo dance (cute! ^_^) and then talk to the small chocobo to obtain the Kochocobo card.

Chocobo forest locations:

1. Near Edea's house
2. North of the Sentora Ruin
3. South West of Sabotender Island
4. Northern end of the map next to the Shumi village
5. South of the chocobo forest near the Shumi village
6. North of Travia Garden behind the mountain

Earning The Koyokoyo Card

At certain times during the game, you may encounter a battle where there are no enemies present. When this occurs, you should notice a UFO flying around. In all, there are four different locations where these UFO encounters can take place:

1. Timber: Mandy Beach (the short stretch of beach north east of Timber. located next to a railroad)
2. Galbadia: Near the town of Winhill
3. Travia: Hiadesu island (the small island east of Travia garden. It's near a long stretch of beach)
4. Esthar: Kashukubaaha Desert (the big patch of yellow sand on the south-east side of the map.)

Equip 'No Encounter' for the duration of this quest so that you can walk around in peace. Note that you will still encounter the UFO and Koyokoyo with the ability on so don't worry. After these sightings, travel to the Chocobo Holy forest (at the northeastern part of the world, there is a densely forested area. Locate a Chocobo forest there. (The Chocobo Holy forest) and land your ship above the rocky land next to it. Walk around and you should encounter the UFO. Destroy it and proceed to Balamb but before you do, make sure you have 5 Elixirs and the 'Item' ability equipped on one of your characters. Land around where Balamb garden used to be and encounter Koyokoyo. *DO NOT* attack it. Just use 5 Elixirs on it and get the Koyokoyo card.

The Other Rare Cards

In order to compile a full set of the Triple Triad cards, you will have to challenge a lot of people in the game. The standard cards are pretty easy to collect, but finding all the rare cards can be quite a chore, especially if you don't know who has them. Here is a listing off all of the rare cards (Card Queen Quest aside) and who you will have to challenge in order to earn them. (Note: You will have to successfully complete Card Queen Quest in order to earn some of these cards.)

Level 8 Cards (Guardian Force)

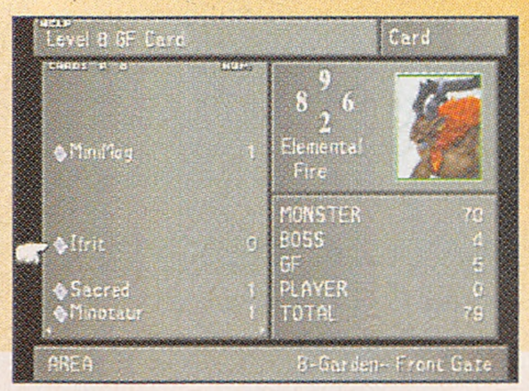
Card	How To Obtain It
Debuchocobo	The guy sitting on the bench in front of the Balamb Garden Library
Angelo	From Watts of the Forest Owls
Gilgamesh	From Card Club's King
Komoguri	From the little boy in a blue shirt running around Balamb Garden's hall
Kochocobo	Read Kochocobo section
Quetzocohuatl	Fisherman Horizon's male station master (2nd floor in the station house)
Shiva	Obtained from Zoon after giving him 'Tonari no Kanojo'
Ifrit	After defeating Ifrit
Siren	2nd floor of Dollet's pub Walk east to battle card master
Select	After defeating Brothers
Minotaur	After defeating Brothers

Level 9 Cards (Guardian Force)

Card	How To Obtain It:
Kabunkle	From Card Club's Heart
Diablos	Fight and defeat Diablos
Leviathan	From Card Club's Joker
Odin	Fight and defeat Odin
Pandemonium	From the man standing in front of Balamb hotel
Kelberos	Fight and defeat Kelberos
Alexander	From Piet at Luna Base
Phoenix	From the guy in blue in a room at Esthar's presidential building
Bahamut	Fight and defeat Bahamut
Grasharaboras	From the guy behing the counter in Timber pub
Eden	Fight and defeat Ultima

Level 10 Cards (Characters)

Card	How To Obtain It
Ward	From Doctor Odain (the guy with a circular plate on his neck) in Esthar
Kiros	From the man in black in Derring city (Card Queen Quest)
Laguna	From Elone in the Lunaside Base
Selphie	From Selphie's friend (the one she talks to when you're there) in Travia garden
Quistis	From FC member #2 in the lecture room you first start out in
Irvine	From the female station master of F.H. (Card Queen Quest)
Zell	From Zell's mother in Balamb
Rinoa	From Rinoa's father (Colonel Karway) in Derring City. You must lose Ifrit card to him to win the Rinoa card.
Ifrit	From Dodona in F.H. (the guy sitting near the station house)
Edea	From Edea at Edea's house
Seifer	From Cid at Edea's house or during MD system event
Squall	From Laguna in the Esthar Presidential Building



Most of the useful cards can be won by finding and defeating different Guardian Force.



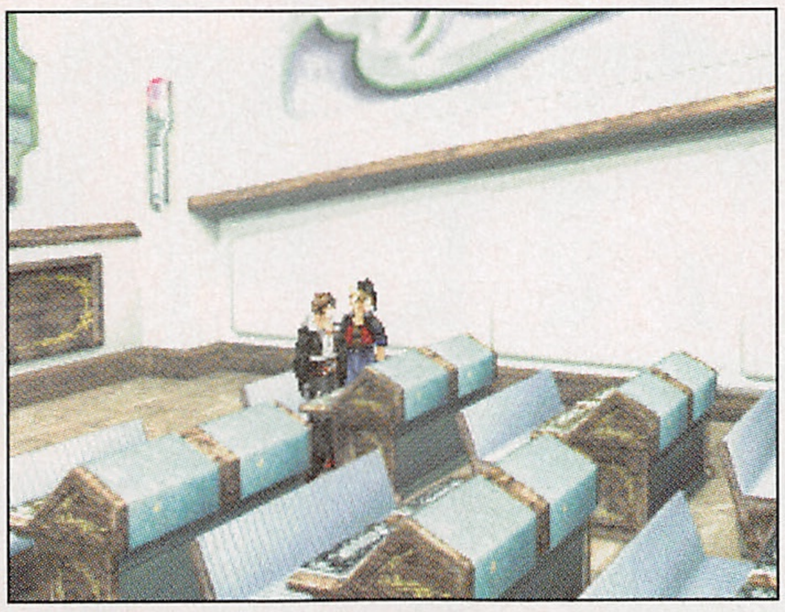
When playing the Triple Triad card game, this is one screen that you want to see a lot of. You Win!



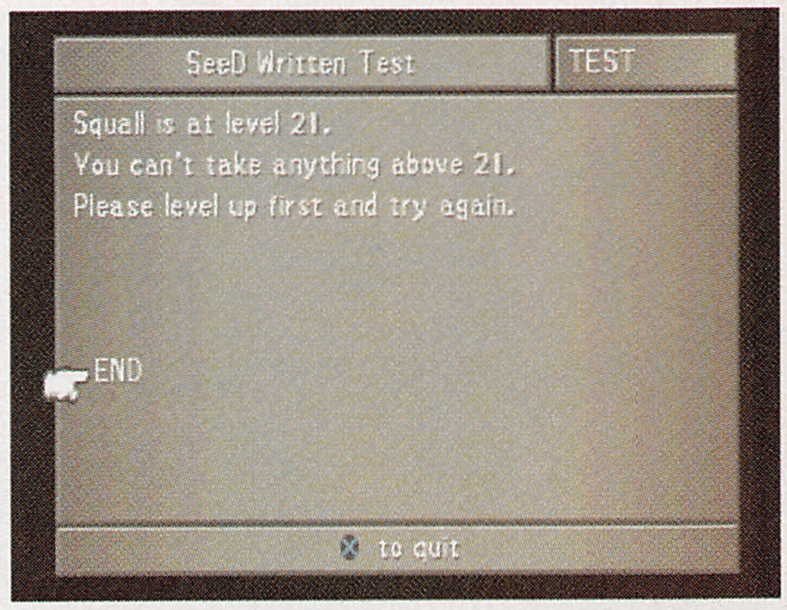
You can earn one of the character cards if you challenge these girls. FInd them in the main classroom.

The SeeD Test

Unlike in *Final Fantasy VII*, you can not earn money by defeating monsters in *FFVIII*. Rather, you are paid a specific salary by Garden depending on your SeeD rank In order to increase your rank and get raises you have to pass special tests that can be accessed through your student terminal. Fortunately, the crack team of PSM has already figured out the answers to all of the test's 300 questions so you won't have to. You can just cheat and look at our answers:



▲ Tests can be accessed through this classroom terminal.



▲ As you gain experience, you can take harder tets.

LV	Answers	LV	Answers
01	Y N Y Y Y N N Y N N	16	Y N N Y N Y N N Y N
02	Y N Y Y Y N Y Y N N	17	Y N N N Y N N Y N N
03	N N Y N Y Y Y N Y N	18	Y N N N Y N N N N N
04	N Y Y Y N N Y Y N N	19	Y N N Y N N N N N Y
05	N N N Y Y N N Y Y Y	20	Y Y N Y N Y Y Y N N
06	Y N Y Y N N Y Y N Y	21	Y Y Y Y Y N N Y Y Y N
07	Y Y Y Y Y Y N Y Y N	22	N N N Y N N N Y Y N
08	N Y N N Y Y N N Y N	23	Y N N N N Y Y Y Y Y
09	N Y N N N N N N Y Y	24	Y Y N N Y Y N N N Y
10	Y N N N N N N N Y N	25	Y N Y Y Y N N Y N N
11	Y Y N Y Y N Y N N Y	26	Y Y N Y N Y N Y N N
12	N Y N N Y N Y N Y N	27	N Y N N N N Y N Y N
13	Y N N N Y N N N N N	28	Y N N Y Y Y N Y N N
14	Y Y Y Y N Y Y N Y N	29	N N N Y Y N N N Y N
15	Y Y N N N N N Y N Y	30	N Y N N N N Y N N N



Here is the breakdown of the salary you earn for each level. You should try to take the SeeD test early on in the game so that you can build up a bit money for later on.

SeeD Rank and Salary Chart

LV	Salary	LV	Salary	LV	Salary
1	500	11	9000	21	15500
2	1000	12	10000	22	16000
3	1500	13	11000	23	16500
4	2000	14	12000	24	17000
5	3000	15	12500	25	17500
6	4000	16	13000	26	18000
7	5000	17	13500	27	18500
8	6000	18	14000	28	19000
9	7000	19	14500	29	19500
10	8000	20	15000	30	20000
A	30000				

The Timber Magazines

Hidden around the world of *FFVIII* are ten magazines entitled "Timber Magazine". If you can manage to collect all of them (there are fake ones, as well), you will find a new function on Squall's computer, where you can find out more info about Laguna Loire. Here is a listing of then ten locations where the magazines can be found:

1. Dollet Bar
2. Dollet Inn
3. Timber Maniacs
4. Timber Inn
5. Fisherman's Horizon
6. Shumi Village Inn
7. Trabia Garden (Graveyard)
8. Edea's Home (Orphanage)
9. White SeeD Vessel (Left side of control room)
10. Balamb Inn

Note: There is a fake Timber Magazine that can be found in the living room of Zell's house.

This conclude's PSM's guide to *Final Fantasy VIII.* We hope you enjoy the game as much as we did!

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65 MILLION YEARS IN THE MAKING

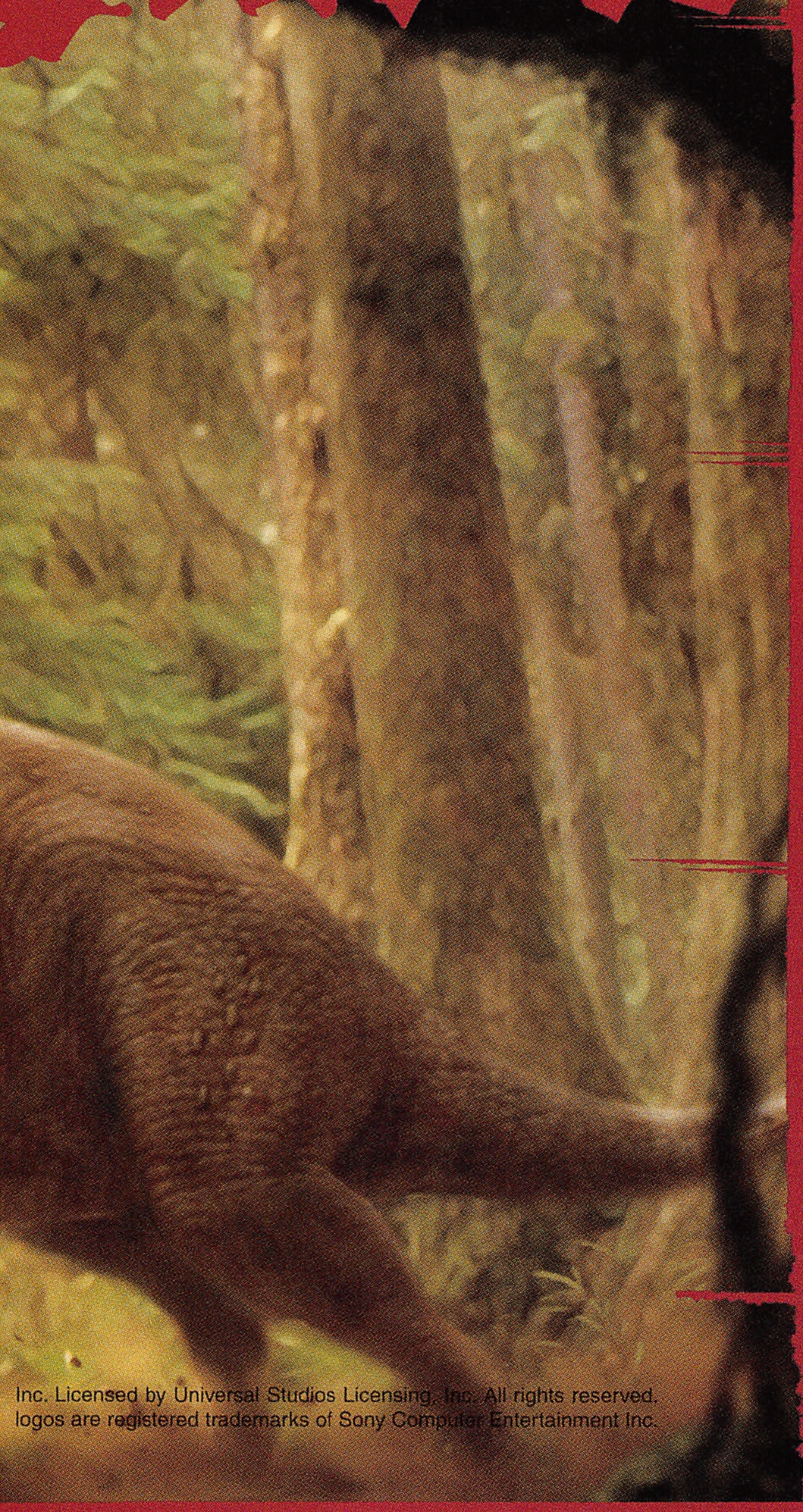


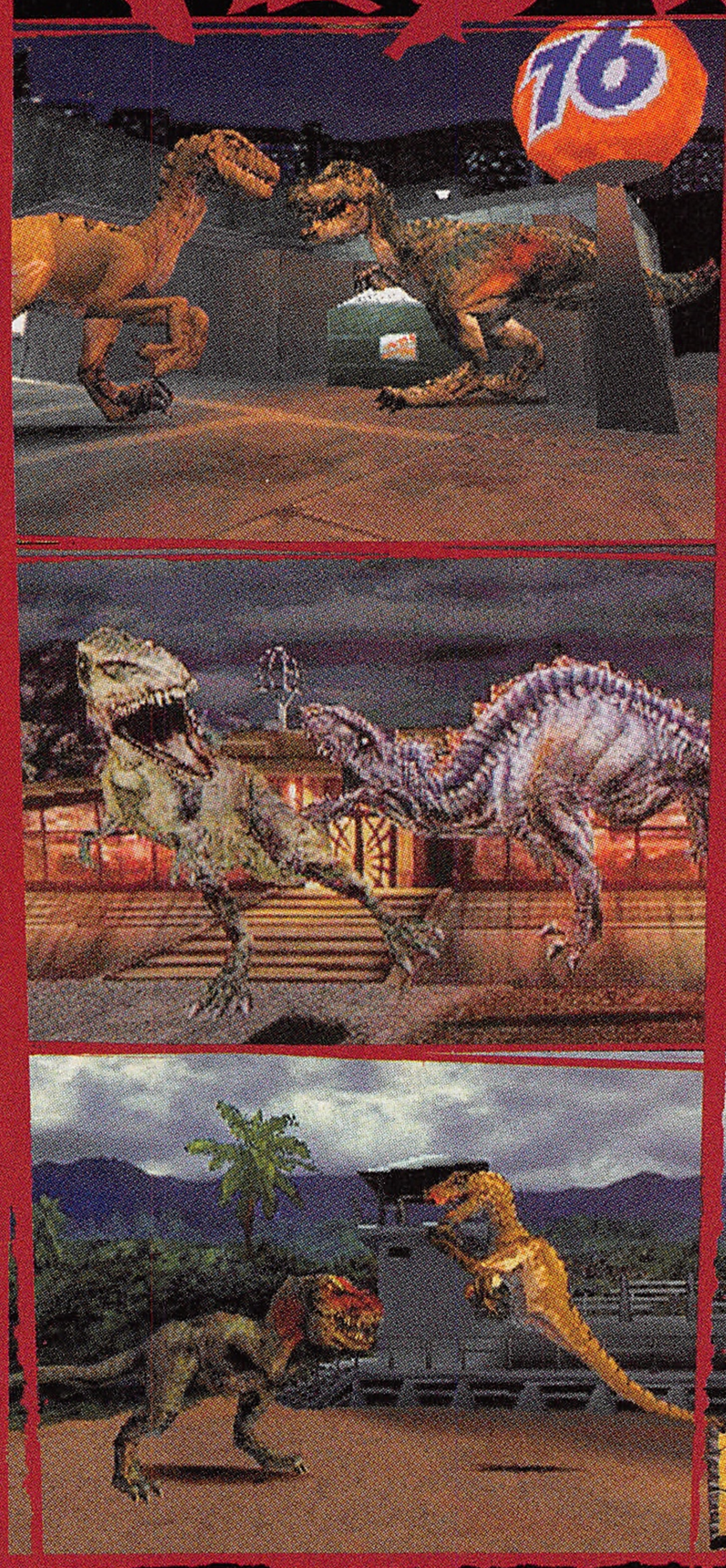
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Dino Crisis

the "get you through alive" guide



While Dino Crisis uses the same gameplay engine as the vastly popular Resident Evil series, there is much more to this exciting action thriller than a simple swapping of zombies for dinosaurs. Everything, from the puzzles to the mixing of tranquilizer darts, is far more based in science rather than the fantastic, making for a game that plays out more logically than its predecessor. It still has some tough spots, but thankfully, the PSM staff has played through Dino Crisis three times to provide you with the most complete strategy for one of the best games of the year.

SPOILER ALERT!
This guide contains a complete walkthrough of *Dino Crisis!*

about the walkthrough

The following walkthrough will take you through the entire game with all its branches and will even tell you how to get each of the four endings. Items like ammo and health pick-ups are not revealed, but are easily spotted in most areas. The item you actually get from a particular spot is random, anyway. You will want to try moving every shelf and object in a room to find hidden items. Also be sure to check every dead body and every counter as you never know what you might find. Lastly, save often or at least each time you find a new save room.

If you're not looking to have your hand held through every step, we're also providing you with a cheat sheet listing every code and password in the game and where it's used. No door can remain locked with this guide in your possession. Now on with the mission.

Step By Step—Part 1

1. You will start out being directed by the game itself through the first bit. After examining the torn fence, enter the double green doors to a storeroom and push the shelf in the back right for a pick-up, then get the Backup Generator Area/Ground Level key from the shelf in the left corner. Exit.

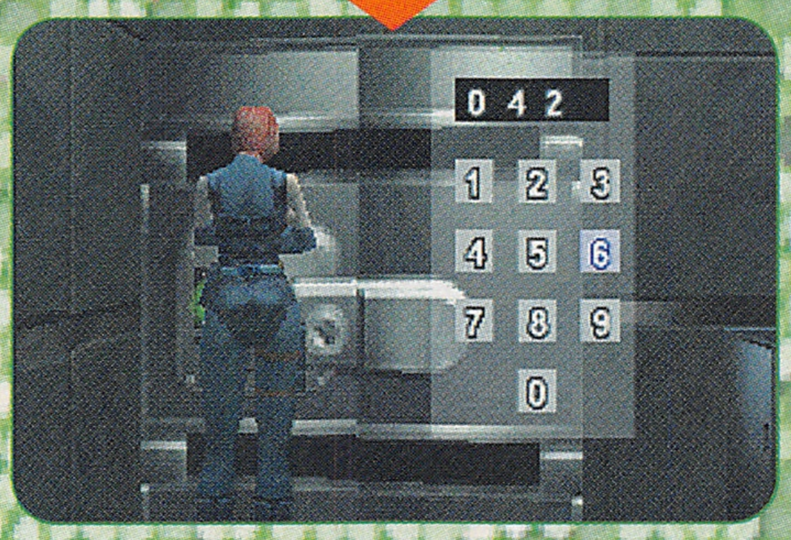
2. Rick calls, asking you to get the power back on. Gale will take the Backup Generator Area key you just found. Follow him to the Generator Room. Inside, switch the batteries so they are arranged red, blue, green, white, then hit the switches.

3. Outside the generator room, Gail is missing and a Raptor attacks. Run back to facility and Rick calls. Meet him in the control room.

4. In the Office Hallway, use the ventilation shaft. In the ventilation duct, drop through the first open hole into the Control Room Hallway and enter the Control Room.

5. After the briefing with Rick, exit and enter Management Office at the other end of the Control Room Hallway. Inside, grab the shotgun, then hit the switch on the wall by the other exit to turn on the computer. Use the computer, then grab the DDK Input Disc "H" and the plug from the cardboard box on the counter. Examine the body in adjoining room for Panel Key 2.

6. Exit Management Hallway through other door, dodge the raptor in the hall and enter the Locker room through the brown door. Examine the Journal Of The Guardsmen on the table to get the combination: 0426. Grab the DDK code disc "H" from the top of the lockers. Exit and reenter the Management Office and use the 0426 combo on the large safe to get the key for the Facilities Main Entrance.

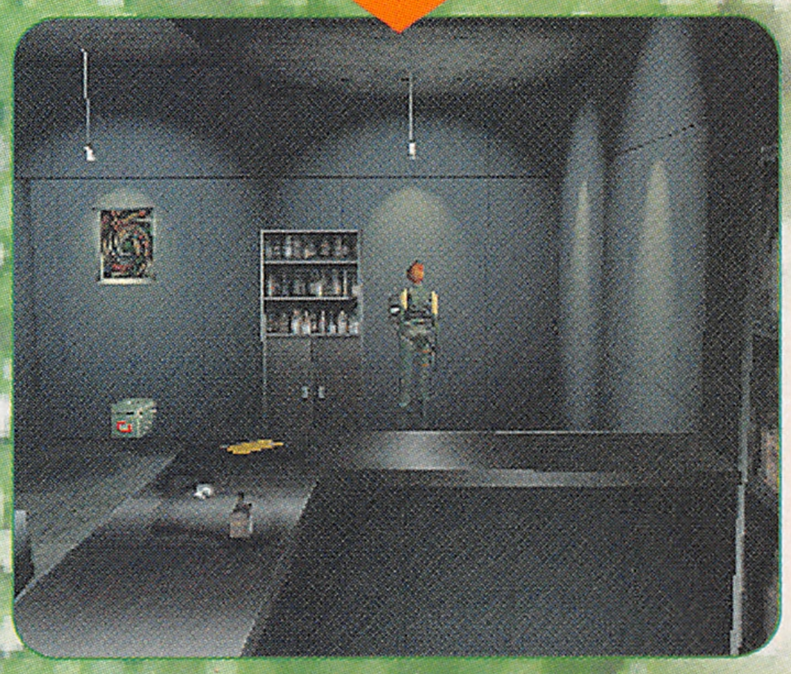


▲ Enter 0426 at the large safe to get the key to the front door and an item.

7. Go back into the hall, through the laser gates, through double doors, into the Main Entrance. Go upstairs and out the door at top. Go through the hall and out the door leading outdoors. Enter the door to the Antenna Control Room and read the green journal to get the combination: 8159. Go back to the second floor hallway.

8. Enter the lounge through right door and use the combo 8159 on the safe in the back to get a handgun upgrade, which will turn your handgun into a Glock 35.

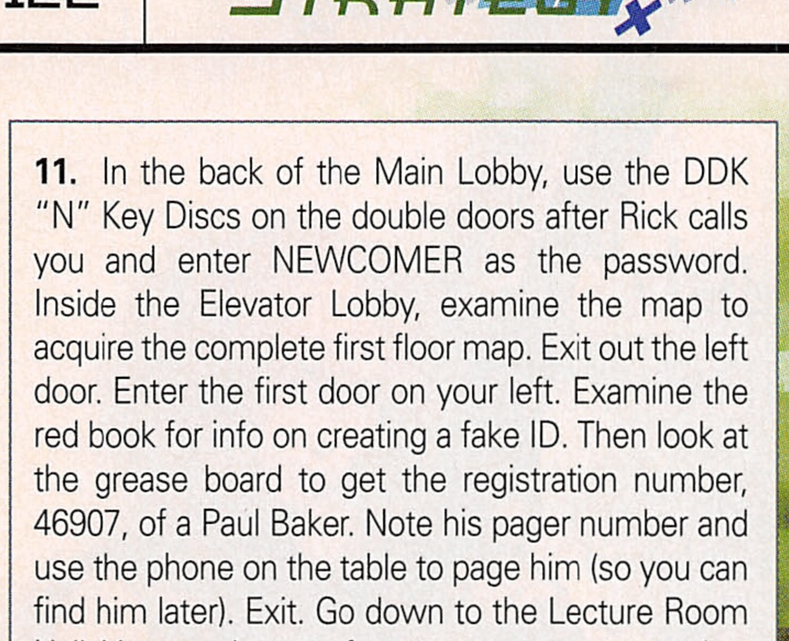
9. Use the two DDK Discs on the door to the Chief's Room by the windows. The password is HEAD. Get the Panel Key 1 from the scientist and snag the DDK Input Disc "N" from the counter.



▲ After dodging a raptor or two, get over to the safe in the corner to enter 8159. Inside is a handgun upgrade.

10. Back on the first floor, use the Main Entrance Key on the main entrance and go outside. Grab the DDK Code Disc "N" off the corpse. Also read the file of personnel changes on the ground which will have the registration number, 57036, of a Mark Doyle. This info can eventually be used to forge a new ID card. Reenter the complex.

11. In the back of the Main Lobby, use the DDK "N" Key Discs on the double doors after Rick calls you and enter NEWCOMER as the password. Inside the Elevator Lobby, examine the map to acquire the complete first floor map. Exit out the left door. Enter the first door on your left. Examine the red book for info on creating a fake ID. Then look at the grease board to get the registration number, 46907, of a Paul Baker. Note his pager number and use the phone on the table to page him (so you can find him later). Exit. Go down to the Lecture Room Hall. You may have to face two raptors at once, but you can use the switches on the wall to activate steam to disable the dinos momentarily. Enter the last left door at the end into the Lecture Room.



▲ **There are several doors throughout the facility that use DDK Discs for entry. To get them to work, you still have to solve word puzzles, which increase in difficulty as the game progresses.**

12. In the Lecture Room, grab the Backup Generator Key for floor B1 key from the counter. Another Raptor will attack through the ceiling, but Gale will come in and save the day; a surprise, considering that you thought he was dead. Exit the Lecture Room and use the hole into the ventilation system by the vending machines to enter the bathroom. Return to the Control Room.

13. Back in the Control Room, it is decided that Regina must get power going to the subterranean levels. Exit back out to the backyard area and use the B1 Key on the locked fence around corner from the torn fence. Go down the ladder into the basement and arrange the four batteries so that the order is red, blue, green, white and hit the switch. After Rick calls, head back to the Control Room.

14. In the Control Room, Gail will see movement downstairs and your team will also receive a distress call from one of your team members, either Cooper or Tom. This is the first branching point. Whichever decision you make, your destination will be marked in red on your map.

Following Gale

By following Gale, you agree that the mission is paramount or maybe you're just intimidated by him. He is the team leader, after all.

15a. Exit the control room and go left around the corner, through the now open gate leading downstairs. Ignore the compys in the Medical Room Hallway and enter the Medical Room on your right. Grab the ID from the desk and read the yellow binder about writing over IDs. Check the room completely for items, then leave. Continue through the door at the end to the B1 Hallway.

16a. In the next room, Gail dives under the closing metal gate after Dr. Kirk. Use the elevators to reach the Lab Entry Area, but you do not have the correct ID. Go through the door right of the gate.

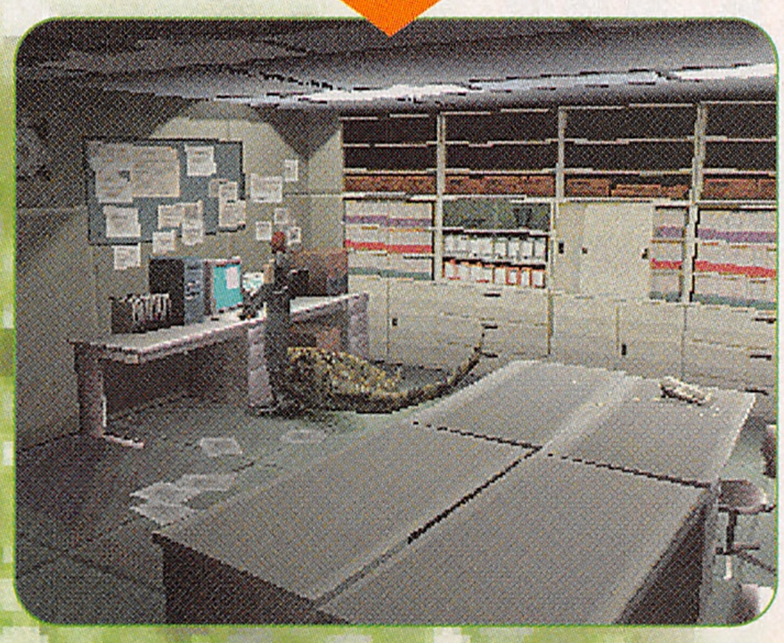
17a. When the raptor attacks through fencing, tap the action buttons to push it back into the electrical wires. Disengage the laser security gate and unlock the door to the Generator Room for future use. Enter the cargo staging area. Check out corpse against the wall to read a memo which includes info on where the DDK "L" Discs might be.

18a. Head back upstairs to the first floor and use the ID on the remaining locked door by the bathroom with the red insignia leading to the Strategy Conference Room. Inside, grab the DDK Disc "L" and the Fingerprint Collection Device. Read the info on the Fingerprint Collection Device, which tells you what it is used for.



▲ **The last room on the first floor to be explored has some crucial items, the most important of which is the Fingerprint Collection Device, which is utilized throughout the game.**

19a. You now have everything except for some fingerprints to make a fake ID, which will allow you to access the elevator. There are two places to get some fingerprints. In the elevator room, notice the body and the beeper going off. This must be Paul Baker, who you paged earlier. Use the fingerprint collection device to get some prints from the corpse. In the Office, use the ID on the computer and, when prompted, enter the 58104 registration number from the grease board and say "yes" when asked if you want to use the fingerprint collection device. A new ID will then be produced. You can make another ID for the same purposes by getting prints from John Doyle outside the main entrance and entering 57036 as the reg number. You will only be able to make one ID, however.



▲ **This computer allows you to rewrite an ID as long as you have the proper registration number and some matching fingerprints.**

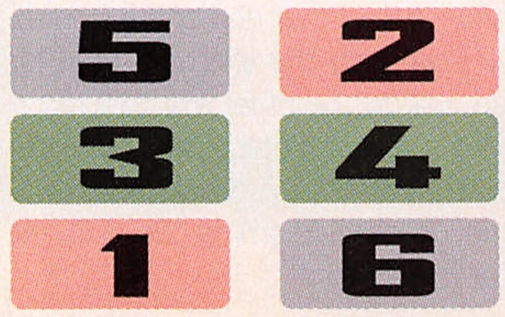
20a. Use the new ID on the elevator to reach the Laboratory Entry Area. Tap the action buttons to kick the raptor off you when it attacks in the elevator. You don't have the DDK Discs necessary to get through the locked door leading to the main lab, so go back upstairs.

21a. Go out past the backyard area, out in the direction Rick went. Continue to follow the outside path leading to the large elevator after Rick calls with news of Tom's death. Avoid both raptors and go through double doors at the end of the path.

22a. The game will take over and a giant Pteranodon will pick you up. Tap the action buttons to get out of its grip and grab your dropped weapon. Go through the back right door. Inside the Elevator Control Room, you'll find Tom, who holds the DDK Code Disc "L". Also grab the DDK Input Disc "L" from the counter.

23a. If you try to exit the way you came—using the outside path—the ground will give way and you'll need to tap the action buttons to climb back up. You need to find another way back to the main facility. Return to the elevator control room.

24a. Go through the sliding door in the back of the Elevator Control Room. Examine the map on the wall to acquire the complete map to this area. Continue through the door outside, go around the fan and through the door at end. In the Elevator Power Room, grab the B1 Crane Card from the corner. You will now have to lower a bunch of pipes so that they line up and to supply power to the elevator. Use the following diagram for the correct order.



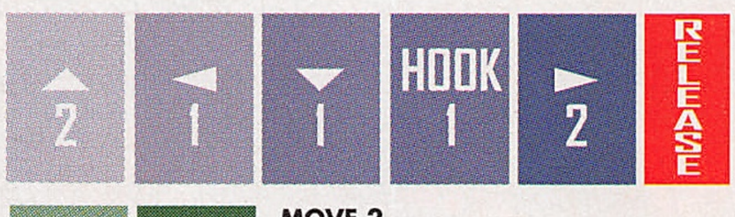
◀ **Hit the colored switches on the six panels in the order they appear here.**



25a. With the power supplied, exit. A Pteranodon will grab you. Tap the action buttons to get out of its grip and push it into the moving fan. Go back to the large elevator and use it to reach floor B1.

26a. In the large cargo area, go up the stairs and use the B1 Crane Card to activate the crane. Use the following diagram to program the crane.

MOVE 1



MOVE 2



▲ There are several ways to move the crates out of the way, but here's a two-step way.

With that done, head back upstairs into the elevator and back down to the lab, where you rejoin the main walkthrough.

Following Rick

If you decide to go with Rick, you're choosing to defy Gale and back up your team before progressing with the mission. Follow Rick out of the complex in search of your downed team member.

15b. Head to the backyard gate and out the outside path, following Rick to the large elevator. Two raptors will attack here at once. Go through the door at the end of the path.

16b. The game will take over and a giant Pteranodon will pick you up. Tap the action buttons to get out of its grip and grab your dropped weapon. Go through the back right door. Inside the Elevator Control Room, you'll find Rick attending to a severely wounded Tom. He will give you a DDK Code Disc "L" and there will be another DDK Input Disc "L" on the counter.

17b. See step 23a.

18b. See step 24a.

19b. With the power supplied, exit. A Pteranodon will grab you. Tap the action buttons to get out of its grip and push it into the moving fan. Go back to the large elevator and turn it on, then go get Rick and Tom and use the elevator to reach the Carrying Out Room on floor B1.

20b. See step 26a.

21b. With the path clear, Rick will take care of Tom, while it's back to the mission for you. Exit out the smaller door on the left and you will automatically go to a cutscene where Rick and Tom get attacked by a raptor in the infirmary and Tom loses his life saving Rick's.

22b. After the scene, unlock the small door leading to the B1 Backup Generator for future use and disengage the laser security gate. Go around the corner and a raptor will attack through some fencing. Danger will flash, so tap the action buttons to push the dino into the live electrical wires. Continue through the door at the end. Head to the Medical Room using the following hallway.

23b. You will find Rick and a dead Tom and after short, but emotional, exchange with Rick, he will head back upstairs to the control room. Grab the ID from the desk and read the yellow binder about writing over IDs. Check the room completely for items then leave, going back upstairs.

24b. See step 18a.

25b. Head back downstairs to the locked metal gate in the B1 hall and Gail will call, asking you to get into the lab using the elevators, but unfortunately you don't have the right ID to use the elevators. See step 19a.

26b. With a new ID, head over to the elevator and use it to get into the laboratory entry area. Watch out for the raptor, who will attack through the elevator's ceiling. This is the point at which the branches meet, so continue with the main strategy from here.

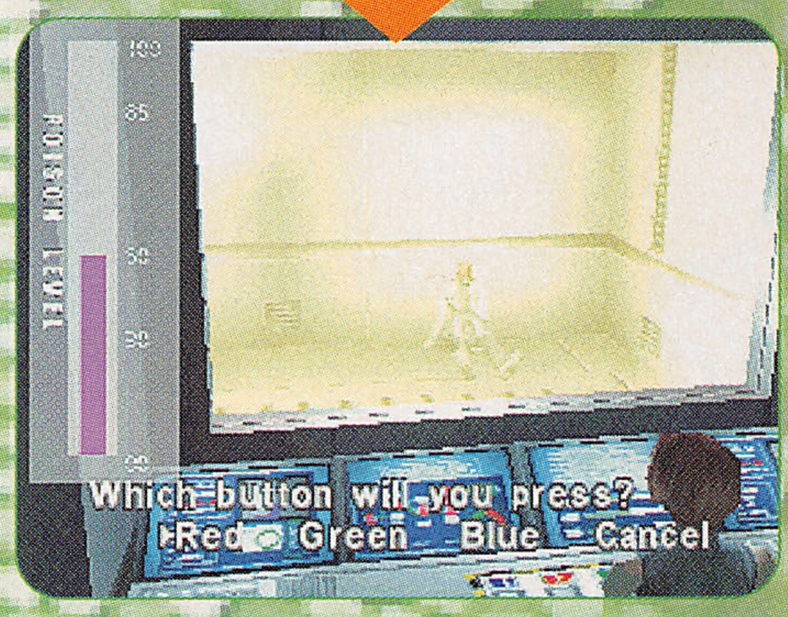
27. In the laboratory entry area, use both DDK "L" Discs on the door to the lab. The password to enter is LABORATORY. In the next hallway, go through the laser security gate and around the corner, through another laser security gate into the Computer Control Room.

28. In the Computer Control Room, read the yellow security manual about the DDK Discs and check the computer terminal. Exit out the room's back door and go down the hall, through another laser security gate and enter the first door on your left to the Research Meeting Room.

29. In the Research Meeting Room, grab the DDK Input Disc "E" from the table and read the yellow research binder for information about Dr. Kirk's Private Research Lab. Notice the locked door and get the lock code, 7248, from the computer terminal, then exit back to the Computer Control Room.

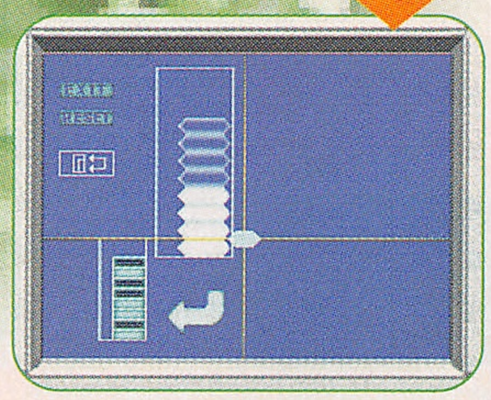
30. Enter the lock code, 7248, on the computer terminal in the Computer Control Room to unlock the previously locked door to the Gas Experiment Room in the Research Meeting Room. Go back there.

31. In the Gas Experiment Room, you'll find a scientist still alive, but being poisoned. Adjust the mixture of three different chemicals, so that the air becomes breathable using the terminal with the three different colored buttons. When the air is clear, enter the room and talk to the scientist. The game will take over and the scientist will give you a B1 key chip that will help get you into Dr. Kirk's personal lab. The key has 3695 written on it. Inspect the body again to get a key for use on one of the small locked boxes in the medical room. Try to exit and a Raptor will attack. You want to lure the raptor into the chamber, then quickly run out, locking it inside, then flood the chamber with poison gas.



▲ The order you hit the switches is RED, RED, GREEN, BLUE when you're trying to make the air breathable in the Gas Experiment Room.

32. Exit and head down the hall to the Library Room. First find the handgun upgrade, which is a site attachment that increases accuracy, then access the computer terminal using the B1 key chip you just received. Enter 3695 (written on the key itself) when prompted to enter a code. A puzzle will appear. Once solved, an archive down the blue aisle will glow green. Examine the archive shelf and use the B1 key chip to receive the Key Card R. Read the info on how to get the Key Card L, the second of the two keys need to enter the private lab. The other key is in the Chief's office on the second floor and you will finally get to use those panel keys.

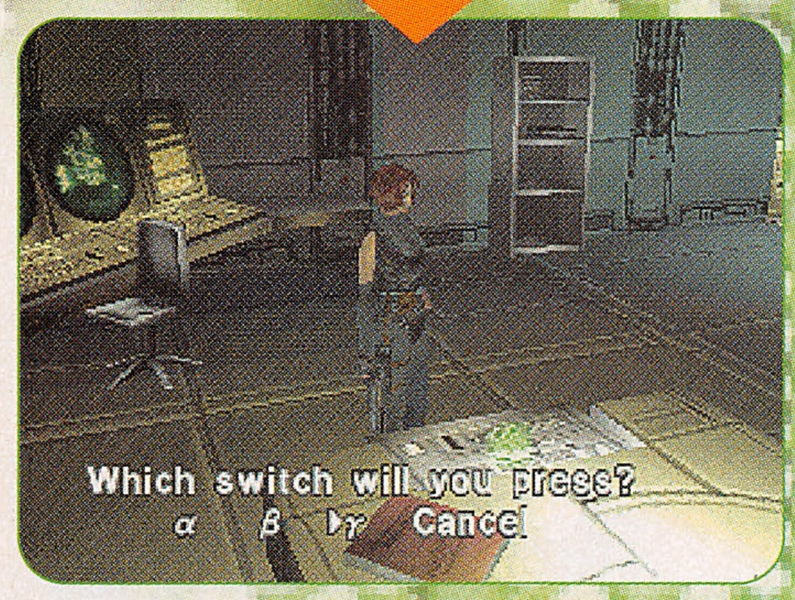


◀ Arrange the different blocks so that they look like the diagram. You are basically rewriting the magnetic strip on the key.

37. Go to the administrator's office and investigate the frame behind the desk. Insert panel key I into the first slot and panel key II into slot two. You will then be prompted to enter a combination to get into the safe. The combination is on the panel keys themselves. Key I says SOL and key II says LEO. If you turn them upside down, the letters make numbers so that key I reads 705 and key II reads 037. Enter 705037 as the combination and receive the Card Key L. Go back the computer control room in the basement.

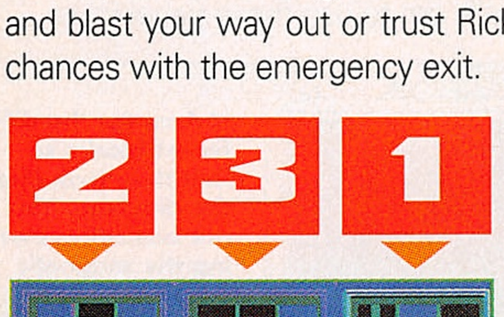
38. Back in the computer room on floor B1, notice the display on the wall and the slots on either side of it. Use the Card Key R on the right slot and the game will take over. Gail and Rick will come to help you insert the keys and the screen will rise, revealing the door to the private lab. To open the door, you need to use the DDK "E" Discs. The password to enter is ENERGY.

39. Inside Dr. Kirk's private lab, notice the simulation computer, and the Emergency exit. Move the shelf to get a shotgun attachment, and stocks that will eliminate reload time. Exit.



▲ **Run the simulation again by pressing the buttons on the terminal at the table in this order: 1. set Stabilizer, 2. set Initializer and 3. ignite third energy. This sequence will be important to remember for later in the game.**

40. Back in the computer control room, an alarm will sound and the room will be locked down. Grab the screwdriver tool from the tool box and use it on the panel behind. A puzzle will appear and to solve it, you must rotate the squares and put them together in the right order so that it matches the given example. The alarm will then cease. You have only ten minutes to get out. You learn that the place is crawling with more dinos and they're coming your way. Gail wants to shoot his way out, but Rick has another idea. He suggests you use the emergency exit back in Dr. Kirk's private lab, but he doesn't have the right codes to open it yet. You have to trust him. You will now be given a choice. Go with Gail and blast your way out or trust Rick and take your chances with the emergency exit.



◀ **Arrange the three panels so that they look like this and then place them in the order dictated by the number we've listed above each.**

Following Gail

By choosing Gail, you're saying that you don't completely trust Rick's abilities and feel you should back up your team leader, although there is no doubt that Gail can take care of himself. Just about every hallway will have at least one or two raptors, so be sure you're stocked on health and have plenty of ammo. There is only one route through, with most doors being locked.

41a. Follow Gail out the back door of the computer room, down the hall, through the library room and out to the laboratory entry area with the elevators. Go through the open gate and around the left, through the door into the next room. Go through the double doors into the large cargo area. The game will take over and you'll find that Gail has caught up to Dr. Kirk. Get the Communication Area ID from Kirk. Head back to the first floor Control Room. Rejoin the main strategy.

Following Rick

By choosing Rick, you are showing your trust in his abilities and will let him help you get the emergency exit open in Dr. Kirk's private lab. This is also the way to go if you are low on health or don't want to waste any of your supplies.

41b. After Gale leaves, enter the private lab and use the console next to the emergency exit. To get the exit open, you will have to enter three different letter codes which Rick will flash on screen. They are completely random, so there is no way to just give you the codes. You're going to have to write them down, but be warned. You have to pay attention, as they flash by pretty quickly. When successful with all three codes, the emergency exit will open. Enter the exit and you will emerge in the large cargo area. Get the Communication Area ID from Dr. Kirk. Head back to the first floor Control Room. Rejoin the main strategy.



◀ **The codes that appear when you access the Emergency Exit are random, so you're going to have to write them down, as they are quickly flashed on the screen by Rick.**

42. Go to the first floor Control Room and use the Communication ID Card to finally access the elevator there and head to the second floor. You emerge into a communication room. Get the Antenna Activation key from the box on the wall. Exit to the outside.

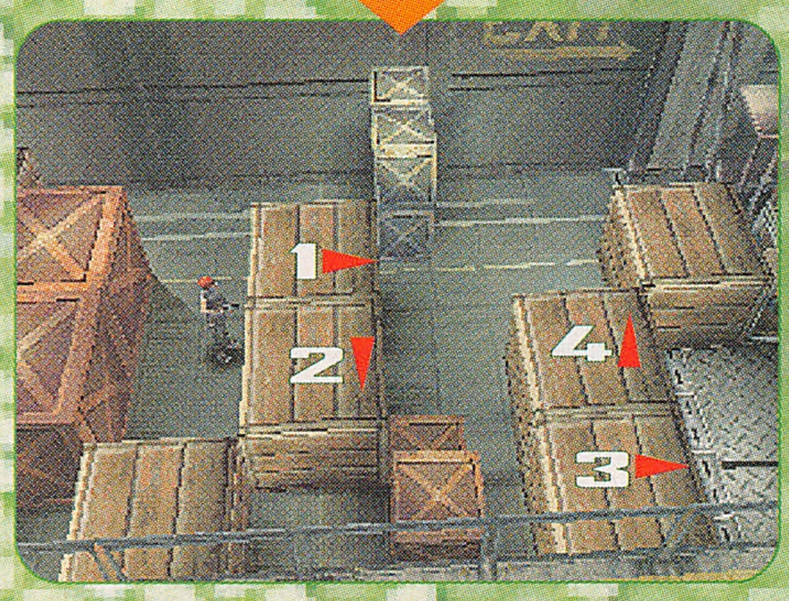
43. Go down the long balcony leading to the Antenna Room and enter the last door at the end. Use the Antenna Activation Key on the emergency slot to raise the facility's communication antenna.

44. When you exit, a T-rex will attack. Run down the balcony away from the beast and use your shotgun to keep from being swallowed whole. You aren't going to kill it, but you will be able to keep it at bay for a while with some good timing until Rick unlocks the door to the Communication Room. Try running back and forth to stay out of his mouth when he lunges. After a moment, the door will unlock

45. Inside the Communication Room, Regina contacts the extraction helicopter. Now get to the heli-pad. Take the elevator to the first floor and make your way to outside the main front entrance of the facility.

46. Wind your way around to the large gate by the corpse and exit. Haul ass down the passage towards the heli-pad and go through the right door into a large airplane hangar.

47. In the hangar area, climb the stairs and run to the other side of the balcony. Grab the grenade launcher and the grenade launcher ammo, then go back the way you came to the main floor. To get through to the other side of the room, you need to move the boxes around. Use the diagram for the proper order. Once clear, exit out the double doors to the heli-pad.



▲ **There is only one way to move the boxes so that the exit will be cleared. Follow the above directions to get it right the first time. If you screw up, exit, then reenter the room to reset the boxes.**

48. After the cinema, run. Keep moving, using the downed helicopter to keep some room between you and the beast. Equip the grenade launcher and take a few shots when it gets close. Once Rick gets the elevator working, he'll let you know. Follow him.

49. When the elevator stops, exit into the underground passage to the facility. Go down the passage and enter the materials room on Regina's left. Inside, get the C. O. Pass Card and read the memo on the ground by the shelf about a possible escape route, then exit out to the elevator on the right at the opposite side of the tunnel from the rubble.

50. You will arrive at floor B3 with the power down. Find and use the small door to the right of the large elevator door. In the B3 Backup Generator room, go around the corner and remove the white battery from the case. Exit and give the white battery to Rick, who uses it to replace the broken one , starting the power back up.

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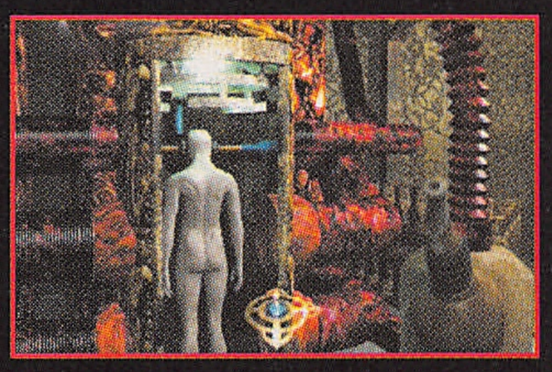


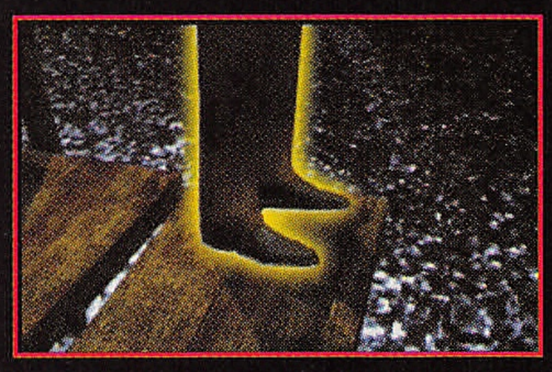
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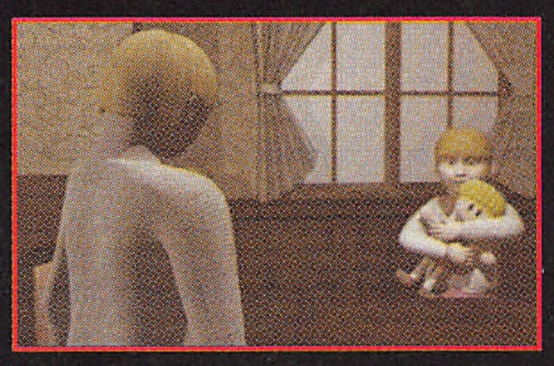
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Juggernaut

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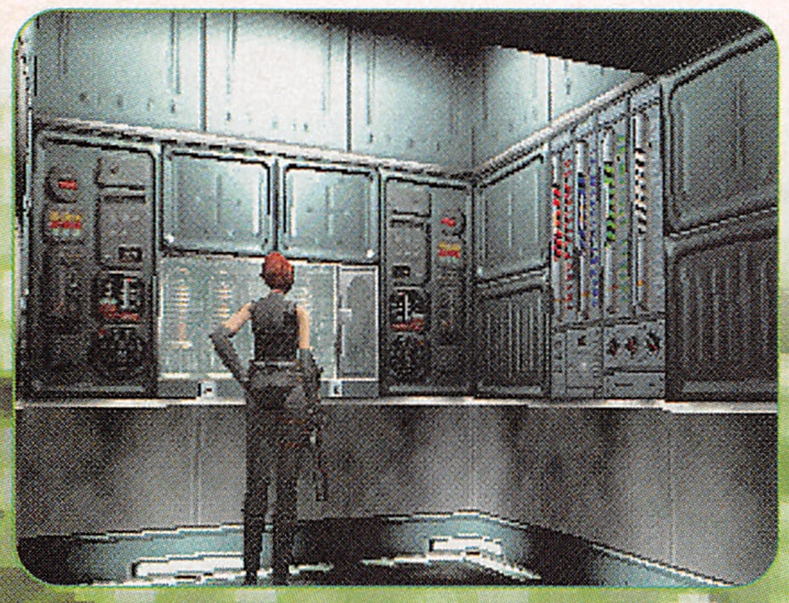
MATURE M AGES 17+ CONTENT RATED BY ESRB

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▲ One of the start-up batteries is wrecked. Luckily, there is another case full of fresh batteries around the corner in the Backup Generator Room.

51. Follow Rick through the small door into the B3 Control Room. Inside, grab the B3 Crane Cards 1 and 2 from the main table and next to Rick. Read the red binder located on the terminal left of Rick about a person who has a DDK disc and how he may be found near the B3 crane. Exit the left door.

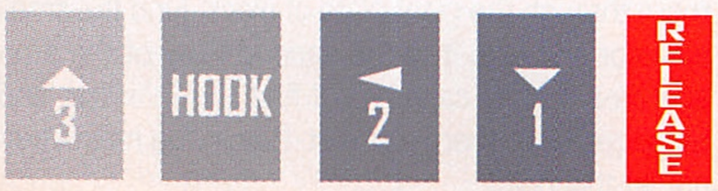
52. In the large Central Weapons Area, cross the room towards the large door. The game will take over and you will see a dead scientist holding a DDK Disc and two brand new dinos called Theizinos will attack. As one of the bulky dinos attacks, a chain will be broken, causing a container hanging above you to come crashing down. Danger will flash on screen, so tap the action buttons to dive out of the way. The way to the scientist will now be blocked, but the containers can be moved by the crane if you can find one more Crane Card.



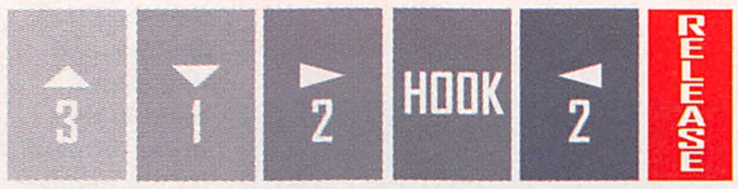
▲ The new dinos that appear are called Theizinos and are huge lumbering creatures with a variety of very powerful attacks. Because of its bulk, they can be tougher to kill than raptors.

53. Go through the large door, into the Transport Passageway and grab the third B3 Crane Card from the back of the truck, as well as the Carrying Out Key next to it. Return to the Central Weapons Area and use the three Crane Cards on the crane controls. The crane will turn on and you will get a screen similar to the last time you moved crates. The following is one possible sequence, but this puzzle can be solved different ways.

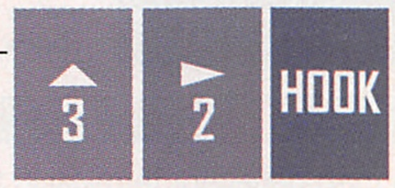
MOVE 1



MOVE 2



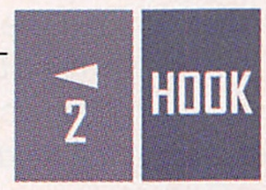
MOVE 3



MOVE 4



MOVE 5



◀ Use the programming shown here to get the crane to move the boxes out of the way.

With the path clear to the scientist, make your way around and collect the DDK Input Disc "W".

54. Make your way back through the control room and around the large warehouse area and go through the locked door in the back left corner, using the Carry Out Key. Go through the door at the back of the hall leading to the Rest Station. Here, check the right wall to acquire the B3 floor map. Exit out the unlocked double doors left of the map into the Central Stairway Area Passage.

55. Go upstairs to the Passage To the Experimental Area. Go through the door at the end into the Security Pass Room. Turn off the alarm at the computer terminal with all the red screens. Grab the DDK Input Disc "S" and read the red file near it to discover that the computer by the corpse, behind the desk, can rewrite an ID like the computer in the first floor large office. Also check the woman's body to get the B2 Key Chip 1, then exit the way you entered.

56. Back in the hall, go up through the ventilation system and follow it around and drop into another Experiment Area Passageway. When you grab the Level C Card, you will hear a noise and then a raptor will strike from under the floor grating in front of the door. Deal with the raptor and use the Level C Card on the level C door, entering the Stabilizer Design Room.

57. In the Stabilizer Design Room, grab the DDK Code Disc "W" from the counter top. Read the yellow notice messages to learn a bit about how the Initializer and Stabilizer work and some info about codes you may need later. Exit.

58. Go around to the Researcher Rest Area and you will find Gail is already inside, apparently snooping around, then quickly leaving. Read the yellow Researcher's Journal to find out what some of the other researchers think of Dr. Kirk. Exit.

59. Head back downstairs to level B3 and Rick will call, saying he has the security lasers unlocked. Go back to the Rest Area and use the DDK "W" Discs on the door leading to the port. WATERWAY is the password to enter. Enter the Immigration Office.

60. Inside the Immigration Office, Rick will join you and will immediately start working on getting the exit open. You will also hear a transmission coming through the dead guy's radio. There are still some researchers alive and they are using the large elevator, but a dino is on their tail. While Rick gets the exit open, you need to go and save the researchers. Before you head out on your rescue mission, grab the B2 Key Chip 2 with 0392 written on it from the computer counter. The large elevator will be marked in red on your map.

61. When you reach the large cargo area, the large elevator will open and the T-Rex will come charging out and will crunch into the massive generators and loose consciousness. The elevator door will then close and you will not be able to reopen it. To restore power to the large door, access the case holding the batteries Rick set earlier and remove the white battery. Now enter the room to the right of the big door and return the battery to its place in the case with the others. Arrange them so they go red, blue, green, white, then pull the switch to the right to supply power to the door. Go back out to the Large elevator and open the door.

62. Inside the large elevator the body in the center has the Port Key Card, the body in the back holds the DDK Input Disc "D". Return to the Immigration Center and the game will take over. You will give Rick the Port Key Card, which he uses to open the exit to the port, but is blocked by a vortex. To be able to proceed, you're going to have to find a way to make it disappear. Grab the DDK Code Disc "S" from the hallway floor in front of the vortex. Back in the Immigration Office, talk to Rick again, then exit.

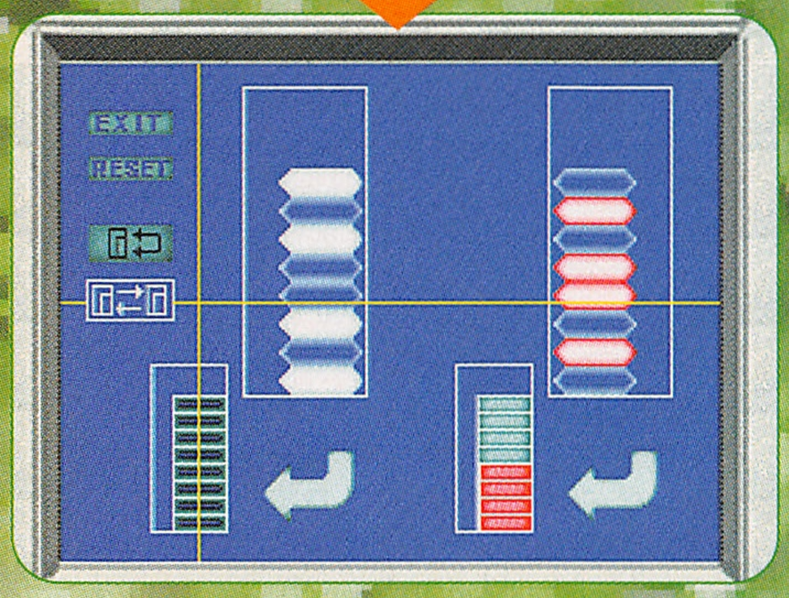
63. Head to the Security Pass Room and use both DDK "S" Discs on the locked door. The password to enter is STABILIZER. Go through the now open door into the Parts Storage Area.

64. After the sterilization process, continue through the door at the end and out the door opposite the door to the Experiment Room Hallway. Go through the laser security gate and through the C Level door into the Stabilizer Experiment Room. The DDK Code Disc "D" will be on one of the counters. Exit.

65. Go back to the Parts Storage Room and make use of the DDK Discs "D" on the locked door. The password you should arrive at is DOCTORKIRK.

66. Enter a passageway containing a couple of security doors to get through. Examine the slot for inserting something to open the door and you will find that it is a slot for a Key Chip and will have the number 0392. To open the door, you will need to encode both key chips in your possession the same way you encoded the key chip in the Library Room on floor B1. The terminal for encoding the key chips is in the Security Pass Room, so head there.

67. At the key chip terminal on the wall in the Security Pass Room, insert Key Chip 1 in the left slot and Key Chip 2 in the right slot. Access the center screen and you'll be prompted to enter a number. Input 0392 and then manually reorganize the coding on the magnetic strip, just like you did back in the Library earlier. This time, you have two strips to rewrite, though. Once reorganized, take the Key Chips back to the passage beyond the Parts Storage Room with the security doors and use Key Chip 2 at the first door and Key Chip 1 at the second door.

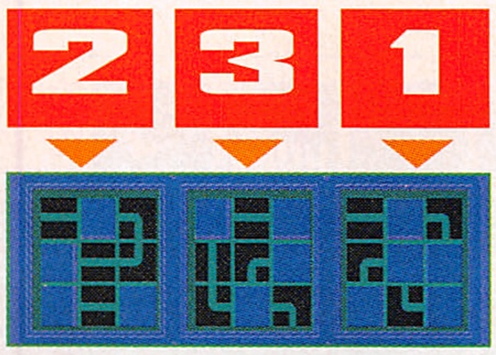


▲ **There are two icons in the upper left corner. When the left is highlighted, you can move bars around within a strip. Highlight the other and you can swap bars between strips. Once this concept is understood, this should take you no time at all to get the magnetic strips to look just like the examples.**

68. Follow the passageway right. Keep going until you enter the large third Energy Area in B2. First go straight from the door you entered and, halfway down the walkway, find the switch on the wall to lower a walkway reaching the center of the room. Enter the third Energy Control Room.

69. In the third Energy Control Room, find the computer terminal with the yellow binder on it. Read the instruction manual in the yellow binder on starting up and then controlling the generator. Find and take the stairs leading down. In this lower area of the control room, find a shelf to push to receive a pick-up and find a blue Researcher's Journal to find out that you need Dr. Kirk's ID Card to operate the third energy generator. Further down, on a computer, you'll find the Level B Key Card.

70. Back upstairs, go through the door opposite the generator terminal, into the third Energy Power Distribution Room. Get the B2 map from the wall and, to the right of the unconscious woman, you'll find a circuit panel that lets you switch the power from the facility to the third Energy Generator. When you access the panel, a puzzle much like the one you faced in the Lab Control Room will come up. You must take the three patterns and arrange them so that they appear like the given example on the lower left. With the power supply now going to the third Energy Generator, check out the researcher's memo on the table. Inside, you'll read about a wiretap that was placed in Parts Storage, plus some info on creating a fake Dr. Kirk ID card. Kirk's registration number is 31415, but you still need his fingerprints. Exit.



◀ **Arrange the three panels so that they look like this and then place them in the order dictated by the number we've listed above each.**

71. Access the main generator terminal in the third Energy Control Room. When you run the simulation, it will be successful, but you still need Dr. Kirk's ID. As soon as you finish running the simulation, you'll hear a shot ring out back in the third Energy Power Distribution Room. Go there.

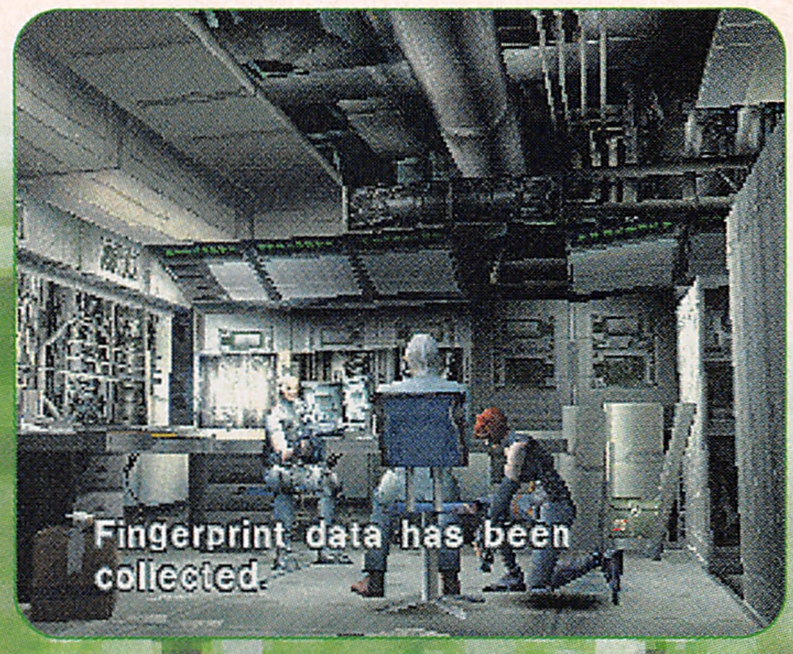
72. Enter the distribution room and you will find the female scientist dead from a gunshot. Examine her to find a piece a paper reading 1281. To the right of the female scientist's body is a panel covered with bloody fingerprints. When you go to the back of the room, Dr. Kirk will duck out the back door.

73. Follow the doctor through the back door and into a hallway and through another door. In this new room, the doctor will put a gun to your head, but Gail will rescue you. You must get the third Energy Generator up and running by first collecting the Initializer and Stabilizer. Kirk tells you that you can find the Initializer and Stabilizer in the Level A Rooms downstairs on floor B3. Kirk will then give you the Level A Pass Card. Rick then joins you and has another idea. He thinks you should try to build your own stabilizer and Initializer from the parts located on this floor in a nearby room. Kirk will give you the Planning Disc needed to access the parts and create the devices. Apparently, floor B3 is full of dinosaurs, making it a very dangerous place. The choice is yours.

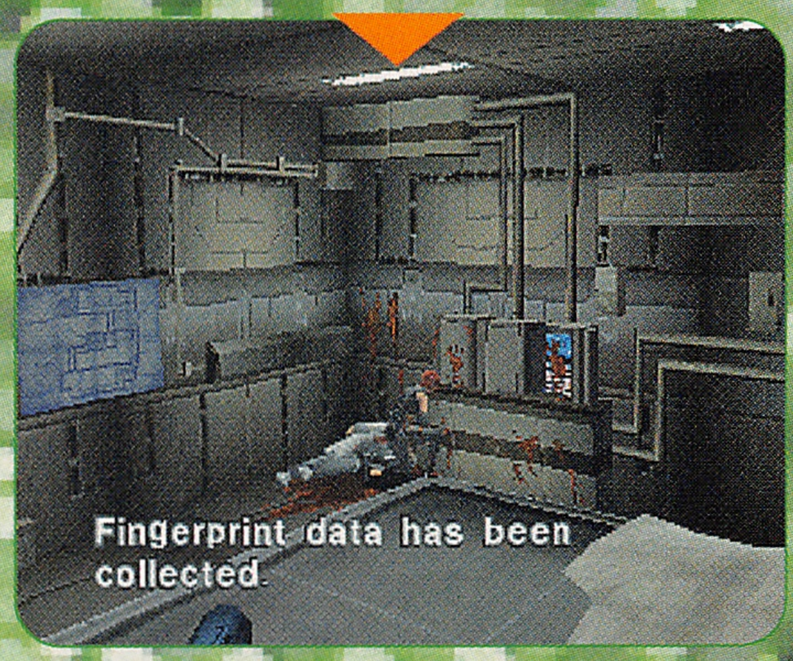
Following Gail

Although more dangerous, this branch—where you go down to B3 and find the completed Initializer and Stabilizer from a level A room—is much shorter. Just about every hallway and room you enter on your way through the facility will have at least one, but more likely two, dinos ready to eat you. It's best to just run past them, unless your way is completely blocked. There are just too many of them to kill them all.

74a. The first thing you need to notice is the location of the room where the Initializer and Stabilizer are held on floor B3. Enter Kirk's private library room to find Kirk being held at gunpoint by Gail. Read the old document on the desk, which is a proposal written by Kirk asking for more money in exchange for the most destructive and powerful weapon ever created. You can use the fingerprint collection device on Kirk to get his fingerprints needed to make Kirk's ID card. You can also go back and take the fingerprints needed from the bloody prints (also Kirk's), next to the dead female scientist in the third Energy Power Distribution Room. Exit the private library and through the next room out to the large third Energy Area on B2. Head downstairs to the Special Weapons Storage Room highlighted on your map.



▲ **You can use the Fingerprint Collection Device on Kirk himself to acquire his prints for making his ID or...**

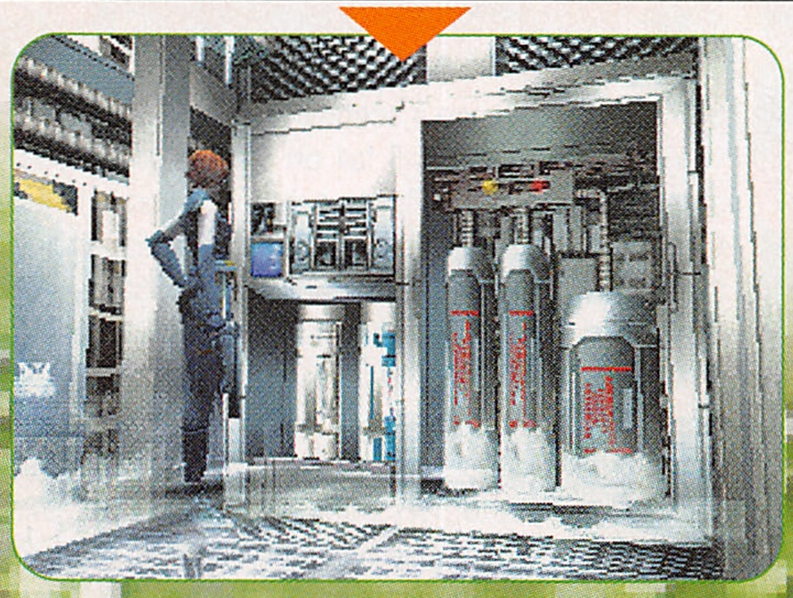


▲ **You can get some clean Kirk prints from the bloody palm print found next to the dead female scientist.**

75a. On your way there, stop by the Parts Storage Room and go through the Level A door and check around the corner, along the window for a grenade launcher upgrade which remodels the cylinder so grenade bullets can be fired continuously (very useful!). Now go to the Stabilizer Experiment room and go over to the corner with the secure case. Use the 1281 combination found on the bloody piece of paper left by the dead female scientist in the third Energy Power Distribution room. You will get a shotgun upgrade that turns your shotgun into the more powerful SPAS 12.

76a. To get to the room storing the Initializer and Stabilizer, head down to floor B3, past the room with the large elevator and the downed T-rex, past Arsenal Storage into the Transportation Passage. Enter the small level A door back in the main Transportation Passage, which leads to the Special Weapons Storage room.

77a. Inside the Special Weapons Storage room, read the essay on third Energy basic theory written by Edward Kirk. The actual weapons, along with the Stabilizer and Initializer, are stored in an airtight room through the giant plate of glass. Find the small elevator and take it to the second level of the storage area. In any case, you'll find the Initializer and Stabilizer. Grab them and exit. Rejoin the main strategy at this point.



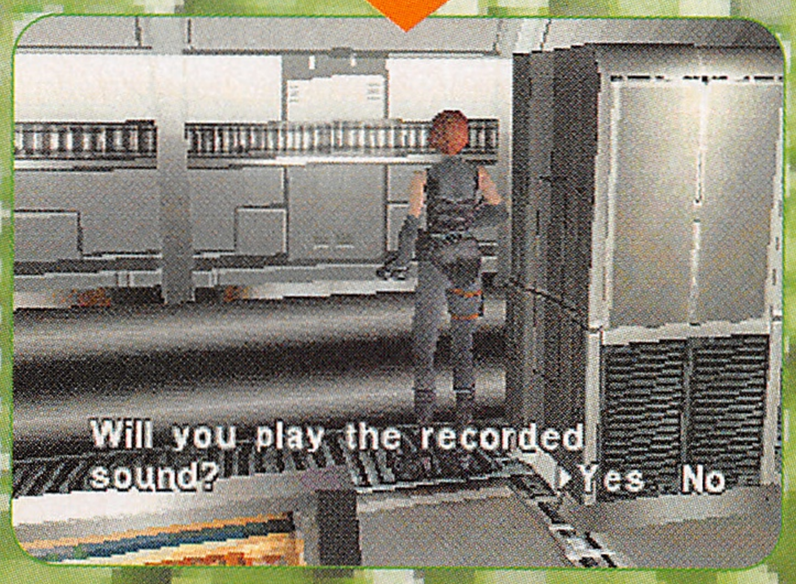
▲ The completed Initializer and Stabilizer are found upstairs in the cold part of Special Weapons Storage.

Following Rick

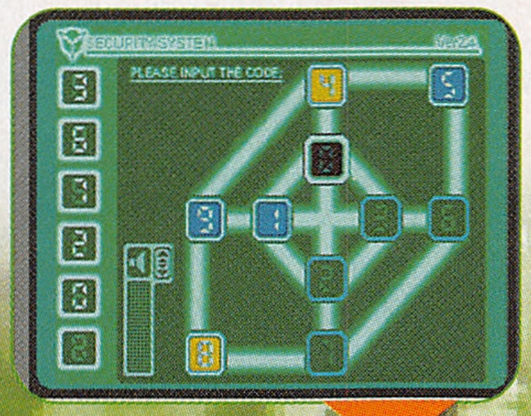
If you choose to follow Rick, you're selecting the safer route, although there are still dinos about. It is also the longer branch, with several rooms to visit and six different components to pick up. There will also be a bit of text to read on the assembly process.

74b. After the conversation with Dr. Kirk, Rick and Gail read the yellow file on the desk to learn about the three parts each device is made up of. Enter Kirk's private library room to find Kirk being held at gunpoint by Gail. Use the fingerprint collection device on Kirk to make Kirk's ID card. You can also go back and take the fingerprints needed from the bloody prints, (also Kirk's) next to the dead female scientist in the third Energy Power Distribution Room. Exit the private library and through the next room out to the large third Energy Area on B2.

75b. Head to the Parts Storage Room and, behind the level A door, you will find two storage containers with something in them. Check around the corner, along the window for a grenade launcher upgrade, which remodels the cylinder so grenade bullets can be fired continuously. Use the Planning Disc to access the main terminal that opens the locked storage containers. You will then be prompted to enter a six digit sequence. The different colored buttons will each have a different tone assigned to it. Leave the terminal and push the machinery against the wall to reveal the bug that the memo in the 3rd Energy Power Distribution Room spoke of. Play back the recorded message to hear a series of six musical tones, which is the code you need to enter. Back at the terminal again, use the Planning Disc and enter 367204. The two locked containers will open and offer up the two core parts. Exit the Parts Storage Room.



▲ Listen to the bug to hear a conversation between Dr. Kirk and someone he's working for, as well as the combination you enter into the terminal to get the parts.



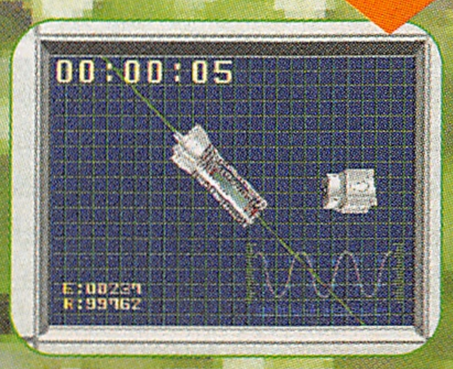
◀ The combo of tones you hear on the tape represent 367204 on the terminal.

76b. Go to the Stabilizer Design Room and use the Planning disc at one of the computer terminals inside. You will be prompted to enter a four digit code. Examine the memo to the right to get some information on how to get the codes you need. Back at the computer terminal, use the Planning Disc and when prompted, enter 0367. You will receive the Protect Part 1-B for the Stabilizer. Next, head over to the large piece of machinery in the corner. Use the planning Disc here and then enter 0204 when prompted. You will then receive the Protect Part 1-A for the Stabilizer and Protect Part 2-A for the Initializer. Exit.

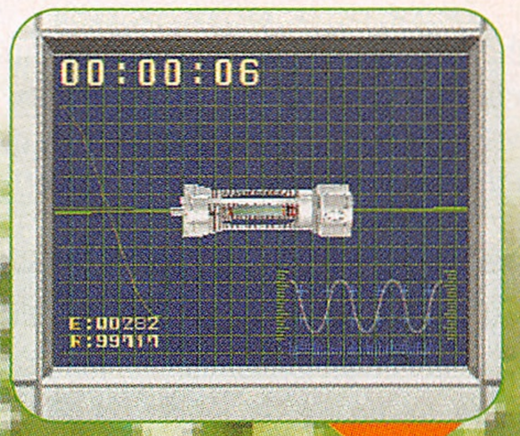


▲ The machine in the back corner will yield both the Protect Part 1-A for the Stabilizer and Protect Part 2-A for the Initializer after you enter the code 0204.

77b. Now go to the Stabilizer Experiment room. Go over to the corner with the secure case and use the 1281 combination to get a shotgun upgrade that turns your shotgun into the more powerful SPAS 12. Now enter the assembly room through the Level A door and use the Planning Disc on the case to receive the last part the Protect Part 2-B for the Initializer. Now it's time to assemble them. Find the terminal where weightless production is done and use the Planning Disc, then use all the parts you've collected. You assemble each device individually, with the core part sitting in midair. The protective parts will be floating around the core part and you need to carefully spin the core part left and right to line it up with the protective parts. With both the Initializer and Stabilizer properly assembled, you need to do one last thing. Create a new Dr. Kirk ID. You will rejoin the main strategy at this point.



◀ Gently move the core part left and right to line it up with the protective parts.



◀ Both protective parts must be connected to either end of the core before the devisce is complete.

78. Go to the Security Pass Room and access the computer behind the desk using the ID. When prompted, enter Kirk's registration number, 31415, then use the fingerprint collector containing Kirk's prints. With the new ID, exit back to the third Energy Control Room.



▲ Once you have Kirk's prints and his registration number, 31415, you can use the ID creating and altering the computer in the Security Pass Room.

79. First use Kirk's ID at the main generator terminal to start up the generator.

80. Now return to the main third Energy Area and take the elevator to the third Energy Area B3. At the end of the path, press the green-lit button, then place the Initializer in the space that folds out.

81. Access the computer next to where you placed the Initializer to connect it to the inhale shaft.



▲ After starting up the generator, activate the Initializer.

82. Go back upstairs, using the elevator to the third Energy Area B2 and walk across the foot bridge leading to the center you lowered earlier. Go up to the green-lit button and press it. A space will appear where you are to place the Stabilizer.

83. Now use the terminal left of the space for the Stabilizer to activate it. The game will then take over. Regina will run into the third Energy Control Room and use the terminal there to go full power.



▶ **Finally, activate the Stabilizer and you're ready to go.**

84. You will then see a scene in Kirk's private library where some pipes will fall on Gail as the facility starts to shake apart. Run over to Kirk's library to aid Gail. He will give you the pulse receiver for finding the tracking device stuck to Kirk. The game will again take over as you and Gail and Rick all meet at the Immigration Room. The vortex will disappear giving your team the escape route you've been trying to create. Before you all leave, though, Gail will demand to go after Kirk before you leave. He asks for a half an hour to find him. You can help out Gail or follow Rick, who wants to get the hell out.

THE FOUR ENDINGS

This is the final branching point and your decision determines the ending you will get. There are really just three different ending cinemas, but the best one, where everyone survives, can be reached by either branch. You can assume that in each ending, you're going to have to face the T-rex one last time, but we won't spoil the endings for you.

Follow Gail

By following Gail, you're sticking to your mission, trying your best to accomplish all of your objectives. You've come this far already, even though staying any longer is suicide, considering the that third Energy Generator is about to explode.

85a. When you follow Gail, a location will appear on your map, either the Special Weapons Storage Room or the Stabilizer Experiment Room, depending on where you got the Initializer and Stabilizer you used to start up the third Energy Generator. Two different endings depend what you do next. You can either head straight off to Kirk's location or you can go by the Helipad on the way, which will get you the better ending.

BRANCHING POINT

Finding Kirk via the Elevator—Ending 1

86a. Head out of the Immigration Room into the Rest Area, then out the passage leading to the large Level A door. Take the cargo transport to the other end of the passage, then through the door into the Heliport Transport Passage. Take the cargo transport there to reach the other end, then through the small door into the Heliport. After the cutscene, go find the doctor and Gail at the location marked on your map. When you find Gail, he will have Dr. Kirk at gunpoint and will thank him for some disc you don't know about. You then tell them of the heliport and how it is a closer escape route. Take Gail and Kirk back to the helicopter. Rick will call saying the T-rex has destroyed part of the tunnel exit, leaving you no way out. You tell him of the helicopter and he comes to meet you. With Gail and Kirk aboard, the helicopter heads down the Heliport Transport Passage to meet Rick.

Finding Kirk—Ending 2

86c. Find Kirk with Gail, who will give you a disc with info on third energy as a weapon. Gail then dies and then you punch the doctor. Return to the Immigration office, where you give Rick the bad news about Gail. Rick and Kirk will then leave out past where the vortex was and you need to follow through a couple corridors and out to the port. At the port, you will come across the T-Rex lying on the ground with blood coming out of its mouth. He will be blocking your way to the door to the hovercraft, but you can go around the other way, along the back wall around the materials in the center. When you go through the small door to the left of the larger doors, the dino will move.

Follow Rick

By choosing to follow Rick, you're choosing to ignore your duty and worry about escape. As Rick has been saying, it's a miracle you've survived , so Kirk is left to his own devices.

85b. As soon as you make up your mind to follow Rick, Gail will try to go after Kirk, asking you to wait a half an hour for him before departing. Regina will go up and knock out the severely injured Gail. Rick will throw Gail over his shoulder and take off towards the port past the place where the vortex blocked the passage. You aren't prompted to act by the game, but it's at this point you can take one of two courses of action, each leading to a different ending. You can simply follow Rick out to the port to get the third ending or you can trek off on your own back into the facility in search of Kirk, using the Pulse Generator to track him to get the best ending.

BRANCHING POINT

Finding Kirk alone using the Pulse Receiver—Ending 1

86b. If you want to try to see if you can find Dr. Kirk on your own, while Rick takes Gail out to the port, all you have to do is not follow them, but instead use the pulse receiver. Kirk's location will automatically appear on the map screen. While you're still in the Immigration Office and you check Kirk's location, you'll find that he is in the Stabilizer Experiment Room on floor B2 or the Special Weapons Storage on floor B3, depending on which Initializer and Stabilizer you used to power up the third Energy Generator. Check the pulse receiver once again in the Rest Station or any place else once you've left the Immigration Office and you'll see that he has moved.

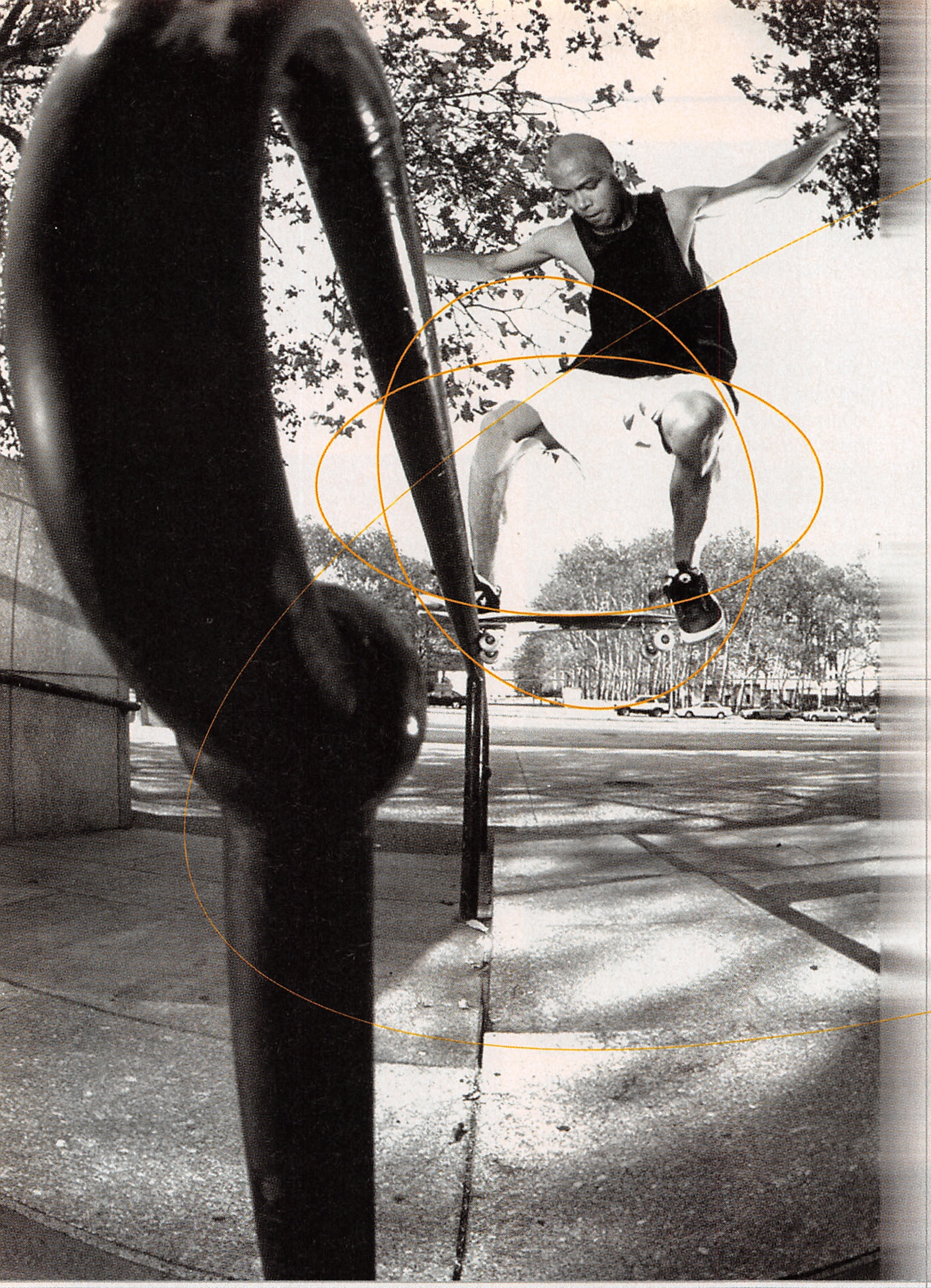
He will now be in the Underground Heliport accessed by the Transportation passage through the large level A door and then by a long tunnel called the Heliport Transport Passageway. There are two ways to get there. If you're already on floor B2, there is a secret passage to the Heliport Transport Passageway.

Go to the Researcher Rest Room. Inside, inspect the monitor to the left of the lockers. Since you have the Level A pass card, you can access the terminal which will flash some random codes exactly like the codes you got from Rick to open the Emergency Exit in Kirk's private lab. Be ready with pen and paper, so you can write down the code and be sure to not take your eyes off the screen, as they will flip by very quickly. There will be four different codes to enter to open the door.

If you're already on floor B3 and you go through the Carrying Out area on your way, you'll find that the T-Rex has disappeared. When you reach the Heliport Transport Passageway, go inside the cargo mover and, when you emerge on the other side of the tunnel, go through the small Level A door to the actual Underground Heliport. When you approach the helicopter, the game will take over and show a cutscene where Dr. Kirk pulls a gun on you, after your comm device gives you away. Regina will quickly knock Kirk out and tell Rick that she will meet them with the cargo transport in the Heliport Transport Passageway. Exit and use the cargo transport to meet Rick and Gail.

Forgetting Dr. Kirk and saving yourselves—Ending 3

86d. If you decide to just get the heck out of there, continue to follow Rick all the way out to the port. Cross the port, walking along the water. Exit the small door to the left of the two larger doors into the garage area housing the hovercraft. When you go and talk to Rick, he'll tell you that the hovercraft is out of fuel. He will then toss you the Energy Tank to go and fill. Reenter the Port Area and head over to the barrels in the corner left of the waterway. Use the Energy Tank on the barrels filled with some highly stable Nucleum. Go back and give the full Energy Tank back to Rick.



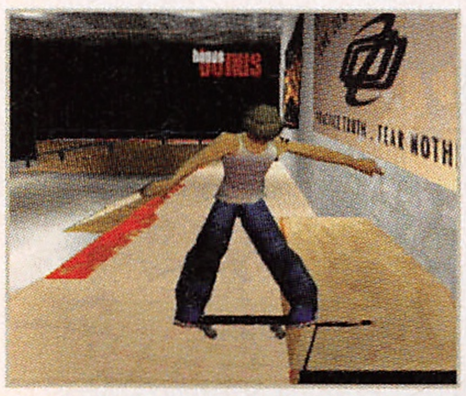
THRASHER

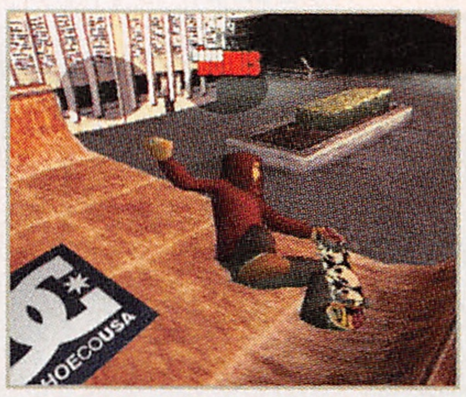
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Cheat Sheet

The following are all the codes, combinations and passwords found in the game. Use them at your own convenience, but keep in mind that in some cases, certain requirements have to be met before a code, combination or password can be used. You should note that the items on the cheat sheet are listed in the order you use them in the game.

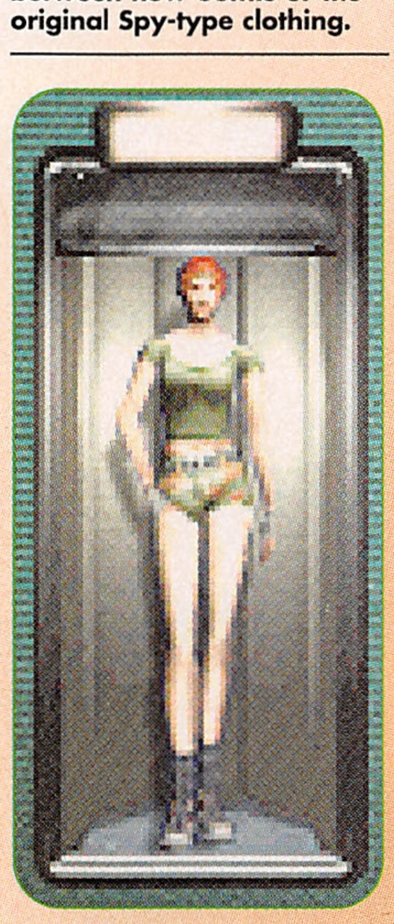
Codes	Where It Is Used
0426	combo for large safe in Management Office
8159	combo for safe in lounge
58104	registration number used on computer in large office with Paul Baker's fingerprints for new ID allowing access to elevators
57036	registration number used on computer in large office with John Doyle's fingerprints for new ID allowing access to elevators
7248	code entered at computer terminal in B1 Computer Control Room to unlock door to the Gas Experiment Room.
3695	code entered at computer terminal in Library Room on floor B1
705037	combination entered at safe accessed by panel keys 1 and 2 in Chief's Office on 2nd floor
0392	code entered at monitor in Security Pass Room to rewrite Key Chips 1 and 2
1281	combination entered on case in corner of Stabilizer Experiment Room
367204	code entered after using Planning Disc at terminal in Parts Storage Room
0367	code entered after using Planning Disc at computer terminal in Stabilizer Design Room
0204	code entered after using Planning Disc at large machinery in corner of Stabilizer Design Room
31415	registration number used on computer in Security Pass Room with Dr. Kirk's fingerprints for new ID allowing 3rd Energy Generator to be started

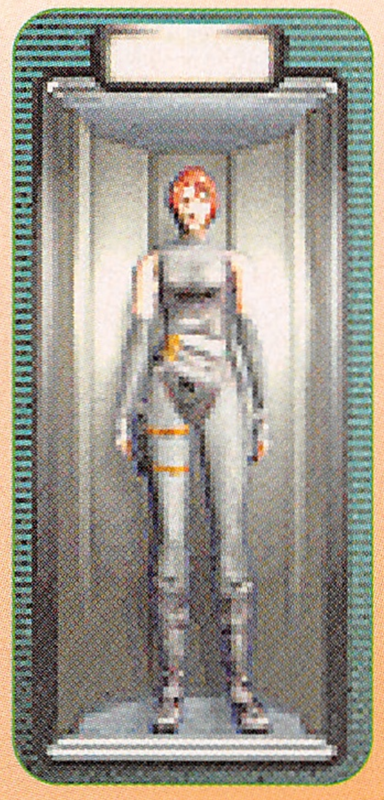
DDK	Door	Password
DDK H	Chief's Room	HEAD
DDK N	Elevator Lobby	NEWCOMER
DDK L	Laboratory Area	LABORATORY
DDK E	Kirk's Private Lab	ENERGY
DDK W	Immigration Office	WATERWAY
DDK D	3rd Energy Area	DOCTORKIRK

Hidden Costumes

The first two are earned after beating the game once. You get the Army-type and Battle-type. The third costume, Ancient-type, is unlocked the second time you play.

▶ At the beginning or each time you load a saved game, you can choose between new outfits or the original Spy-type clothing.

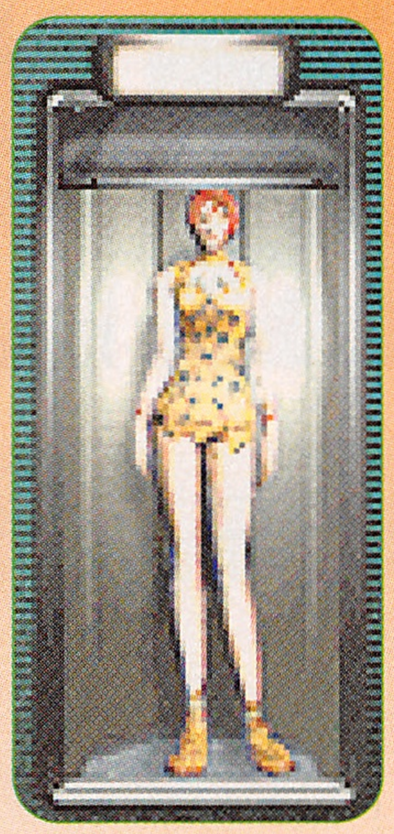




◀ Here's Regina in her more casual military look.

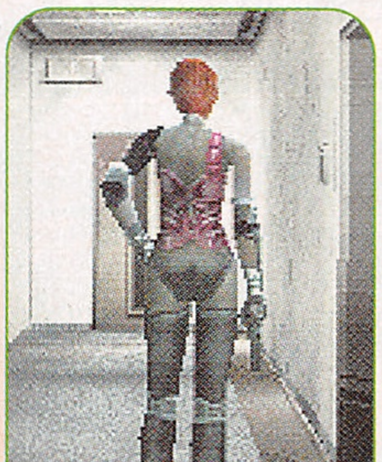


▶ The Ancient-type costume has Regina dressed like a cavegirl...

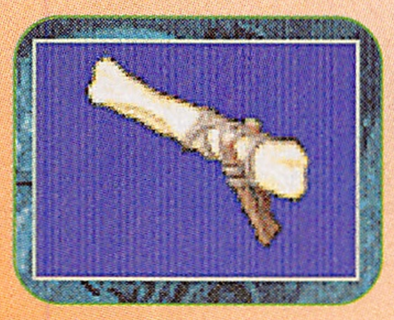


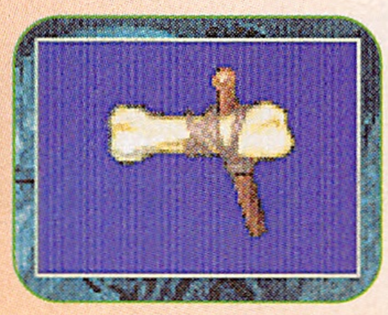
◀ And this is Regina's sultry look with the Rocky Horror Picture Show outfit.





▲ Let's do the Time Warp again! It's just a gun to the left... Oops! We will say that this costume definitely made us want to play the game again!



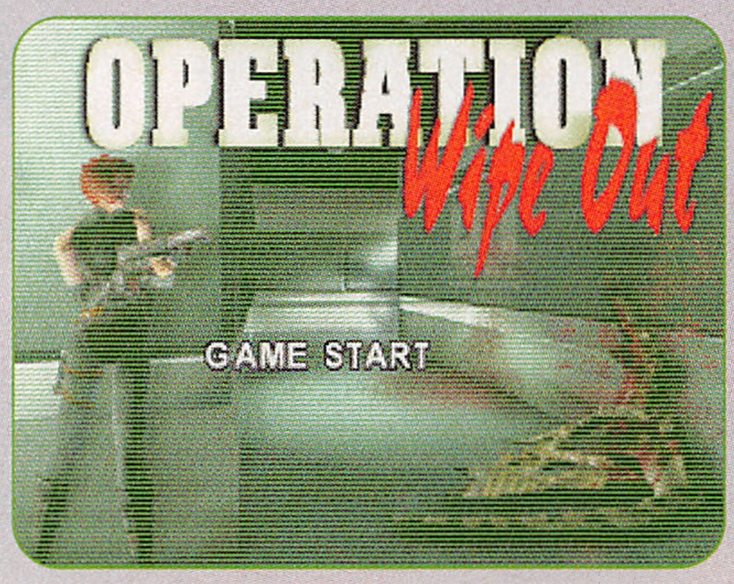


▶ ...and changes the appearance of the weapons to a handgun and shotgun made of sticks and bones, and a giant fish that fires grenades.



Bonus Game: Extinction Agenda

Beat the game within five hours to open a bonus game. In this new game, you reenter the research facility and find and kill a specific number of dinosaurs within a given time limit and using only the ammo you start with. You also have to make it to the extraction point before the time runs out. There may be three levels to play.



▲ How cool is this? After you beat the game in under five hours (no problem), you get a new hidden game to play.



▲ In the new hidden game, you've got to reenter the facility and rid the area of any remaining dinos. It's not easy, though.

Infinite Grenade Ammo

To get infinite ammo for your grenade launcher when you start a new game finish Dino Crisis three times. Tou don't have to get every ending to make the ammo available. Now go back and kill every dino in the game which was not possible when you first play through because of lack of ammo.

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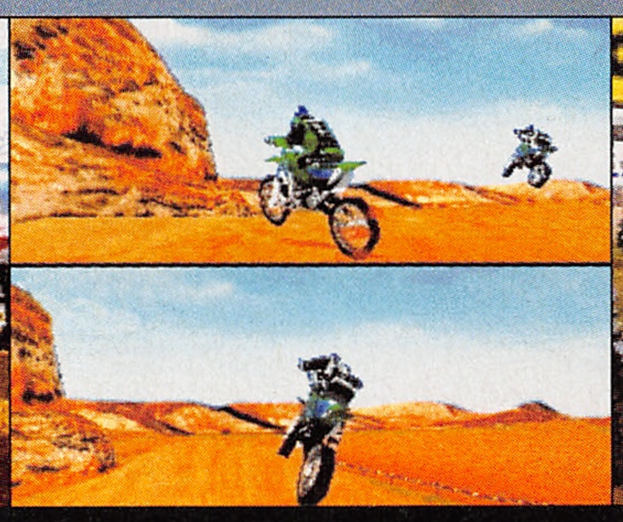
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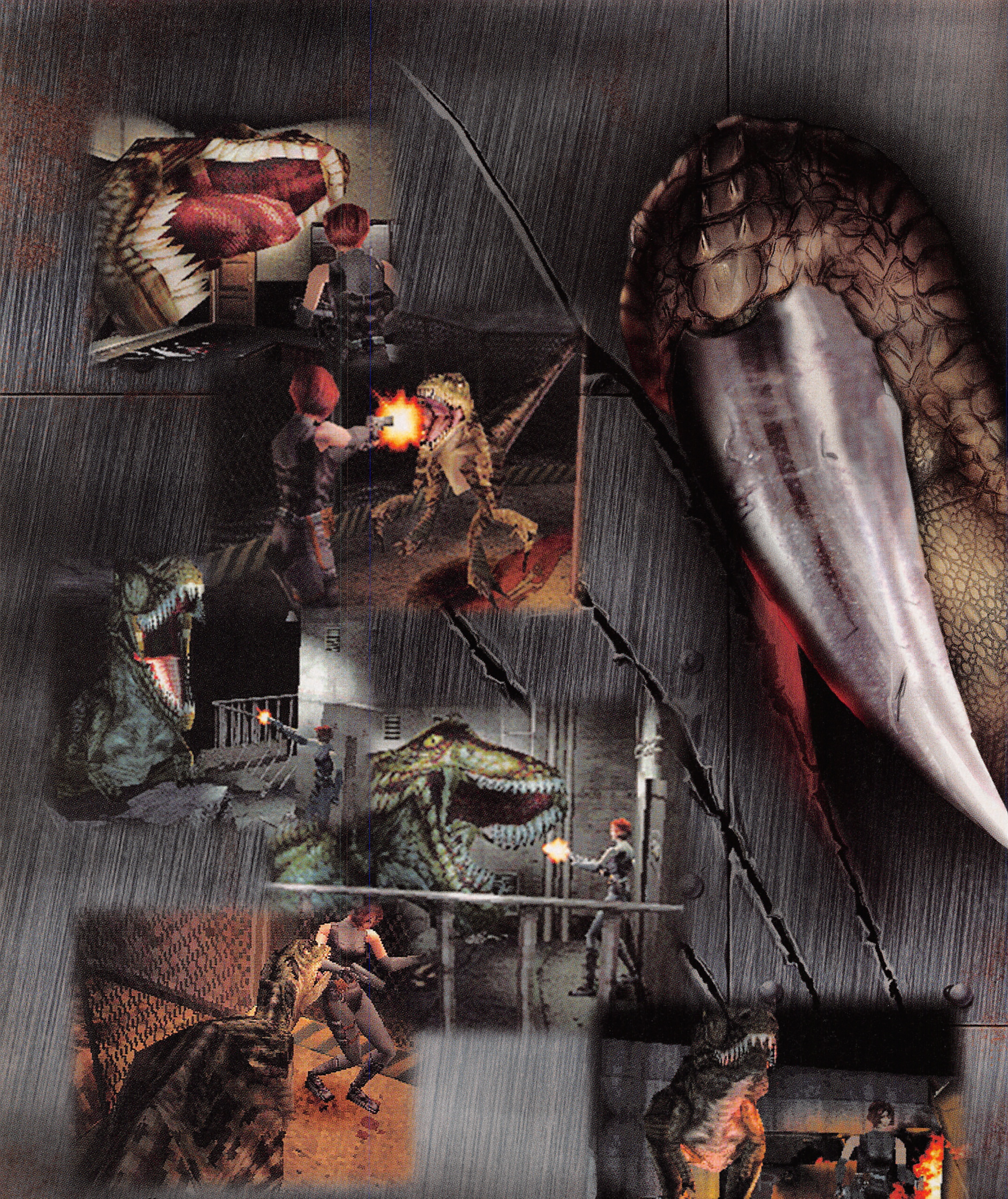




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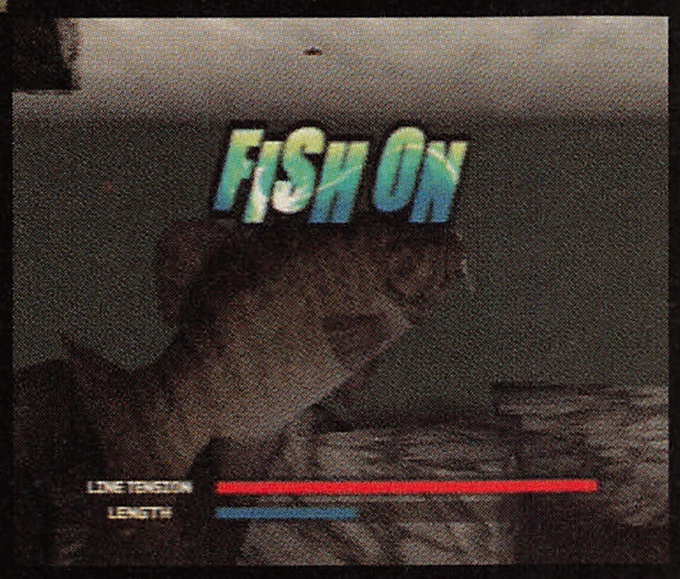


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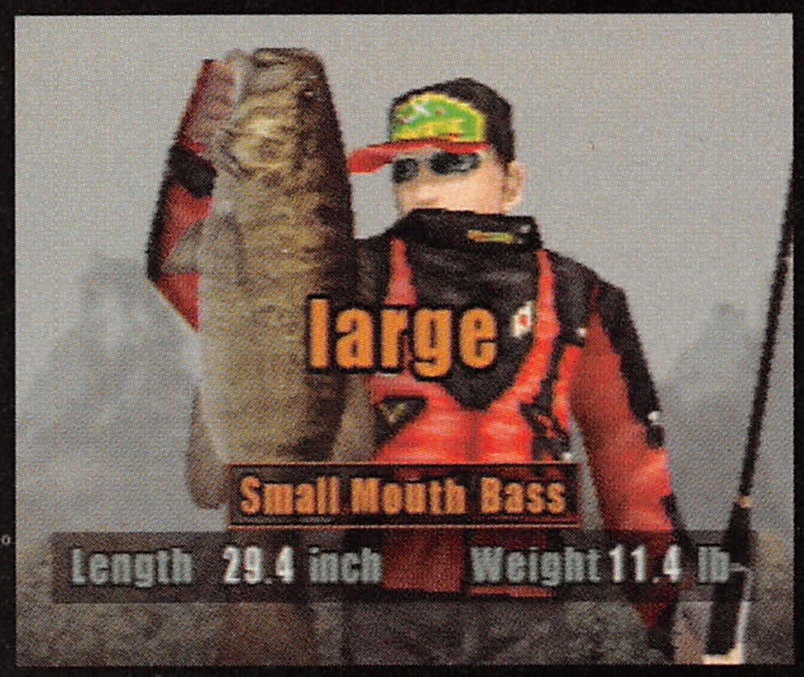

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Legacy Of Kain: Soul Reaver

the strategy—part two





This game is so massive, it makes for a massive strategy. There is so much to explain and talk about that there was no way we could fit it in one issue. We can't imagine someone completing the game without a little help, so for the second part, we've got all the goods on where to go to and what to do to finish the game, as well as the strategy for beating Kain himself. We've also included information on getting all the Glyph Spells. As in last issue's walkthrough, small details aren't explained, but everything you need to beat the game is here. Now it's time to finish this awesome game!

SPOILER ALERT!
This guide contains a complete walkthrough of Legacy Of Kain: Soul Reaver

the search for the glyph spells

We recommend going on the Glyph Search as soon as the parameters are in place to do so. This way, you will have the added arsenal of spells to help you along your journeys. If you wish to skip ahead to Ash Village and Oracle's Cave, the game can still be completed without these spells.

Glyph spells are elemental powers that render a certain amount of damage to a number of enemies within a certain radius. You must use your collected "Glyph Energy Points" to cast these spells. You will find seven ancient Glyph Altars with puzzles to solve to unveil their elemental Glyph spells. The Plane Shifting Spell is received at the first Underworld Planar Portal training area. The Force Glyph is found in the Melchahim level, which is described in detail in the strategy from last issue.

THE STONE GLYPH

After you've overthrown 'Zephon' and secured the 'Wall Crawling' ability, you will be able to acquire the Stone Glyph.

Use the Warp Gate to take you to the Skinner Level Warp Gate. Go towards the Skinner Exterior Lake and jump into the water, take the first underwater passageway to the left and use the ledges to surface. Shift back into the Material Plane. Climb the far wall and jump up into the canyon.



▲ Dive into the murky water at the Skinner Exterior Lake.

Canyon Skull Area

Stone, Skull Area

Jump up into the left eye socket of the Skull cave, go down the hall and climb up the walls, and jump up onto the wooden log above your head. Jump up onto the stone ledge on the left.

Tall Room

Puzzle Difficulty Rating: 6

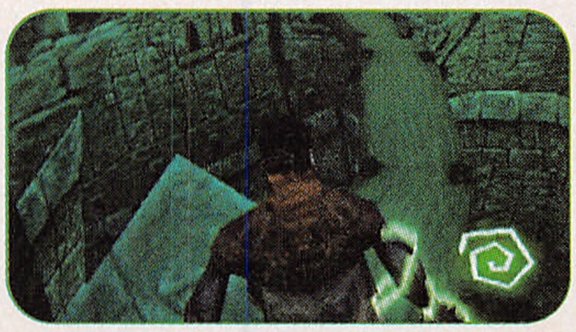
Stone, Tall Room

Shift to the Spectral Plane, and jump to the log that moved into your reach.



▲ Jump up into the left eye socket of the Skull cave.

Follow it up to the next ledge. Look for the third Wooden Log and jump to it and follow it up. Below the next log is a Planar Portal. Shift into the Material Plane and jump back to the previous log. Jump and hang onto the fourth log above and follow it to the small set of stairs to the right. Jump to the next ledge, turn right, and jump to the following ledge. Go through the Hallway ahead.



▲ Shift back and forth through the Material and Spectral Planes to move the log platforms into jumping range.

Skull Area

Puzzle Difficulty Rating: 4

Stone, Skull Area

When you reach the mouth of the skull cave, go to the missing tooth area. Jump/glide to the left mountain ledge with the burning torch on it. Follow the downward slanting ledge into the tunnel.



▲ Jump and glide to the left mountain ledge, illuminated by a burning torch.]

Entry Hall

Puzzle Difficulty Rating: 7

Stone, Entry Hall

When you see a second set of fires near the stairs, jump up on the ledge to the right and push a block off into the hallway and then into the next room. You will need this to complete the next puzzle.

Stone Glyph

Puzzle Difficulty Rating: 10

Stone, Entry Hall

Look at the murals on the walls in this room. The top and bottom levels have the same picture. Now look at the block areas that are missing and compare them to the complete mural to solve the missing link. There are many blocks in this and the adjoining room. Some do not have paintings on them, and only six of them have parts of the mural on them. The blank ones are used to get the other blocks down from ledges or stacks. You need to use these six blocks to complete the murals on all four lower and upper level walls. Once all are in place, the Stone Glyph is yours for the taking. Take the Warp Gate in this area for the quickest route to your next destination.



▲ Complete the mural using the markings on the blocks to solve the puzzle.



▲ After completing the puzzle, jump up in front of the statue to reach the Glyph.

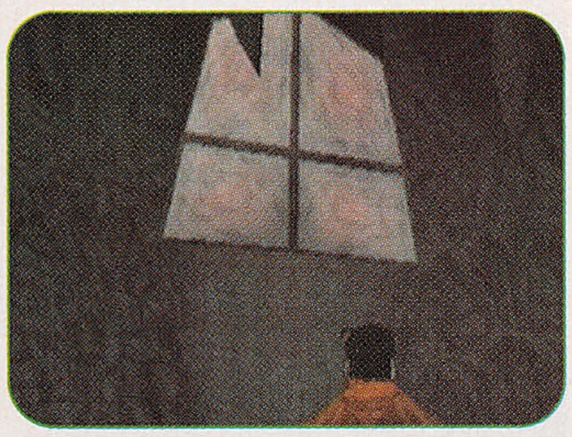
THE SOUND GLYPH

After slaughtering Turelim Guardian in the Tomb of Serafan and earning the Force Projectile Ability, you can find the Sound Glyph.

Cathedral, Warp Gate
Use a Warp Gate to enter the Silenced Cathedral Warp Gate and then jump down into the vent that you floated in located in the main room.

Cathedral, Tunnel
Do not float up! Find the bottom of the vent and here you will find a tunnel that leads to the Sound Glyph.

Cathedral, Tunnel
Walk through until you see the Zenophim Vampire. Kill him, shoot the window above with a Force projectile and climb up the wall to your right. Enter the hall behind it. Shift into the Spectral Plane and pass through the next gate.

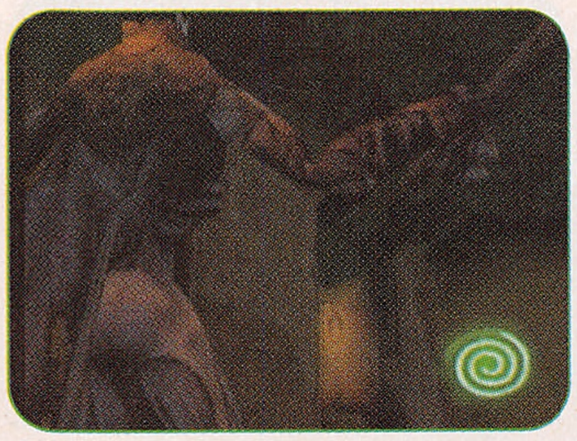


▲ **Shoot the stained glass window with the Force Projectile and enter the hall behind it.**

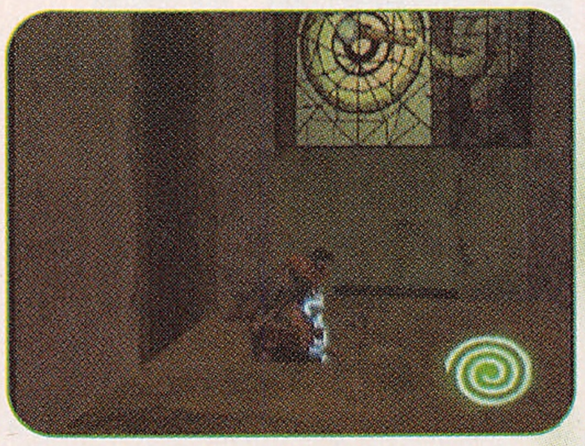
Pedestals
Puzzle Difficulty Rating: 10
Sound, Pedestals
Shift back to the Material Plane using the Portal in the back of the room. Get the mallet from the wall near Planar Portal. Return to the gate at the opposite end of the room. Climb the wall next to the gate to a ledge, turn around, and using the look buttons to aim, throw the mallet into the first upper alcove on the left. Shift into the Spectral Plane, jump to that first Pillar, shift back to the Material Plane, and jump into the alcove to get the mallet. Return to the pillar, turn to your left, and jump to the two remaining pillars. Don't try to make the jump to the window. Crouch down, put the mallet down and then use a Force Projectile on the window. Throw the mallet onto the ledge and then shift into the Spectral Plane. Once across, shift back to Material Plane, pick up the mallet, and walk through the hall behind the broken window.



▲ **You can get the mallet from the wall near the Planar Portal.**

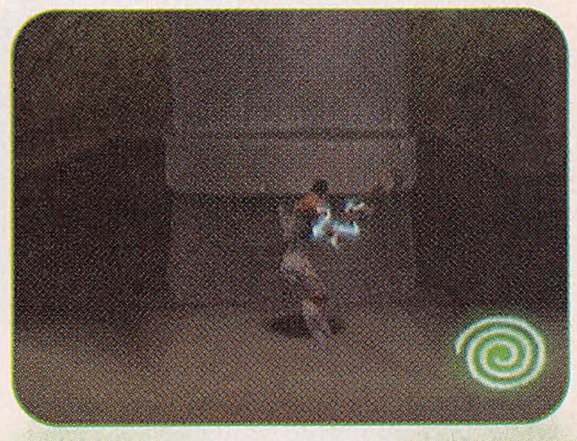


▲ **Using the look buttons to aim, throw the mallet into the first alcove on the left.**



▲ **Crouch down, put the mallet down and shoot a Force Projectile on the window.**

Sound Glyph
Sound, Pedestals
Swinging the mallet at the bell will earn you the Sound Glyph. Exit the Silent Cathedral and return to the surrounding moat.



▲ **Swing the mallet at the bell.**



▲ **The Sound Glyph is yours for the taking.**

THE SUNLIGHT GLYPH

After you have nixed Rahab and acquired the Swimming ability, you can get the Sunlight Glyph.

Cathedral, Entrance
Go to the front gate of the Silenced Cathedral and dive into the moat. To the right is an underwater gate.

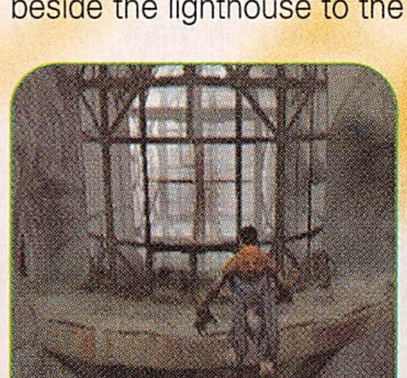
Cathedral, Entrance
Shift to the Spectral Plane and pass through the gate. Shift into the Material Plane and swim to the Exterior Canyon where you will see a lighthouse.



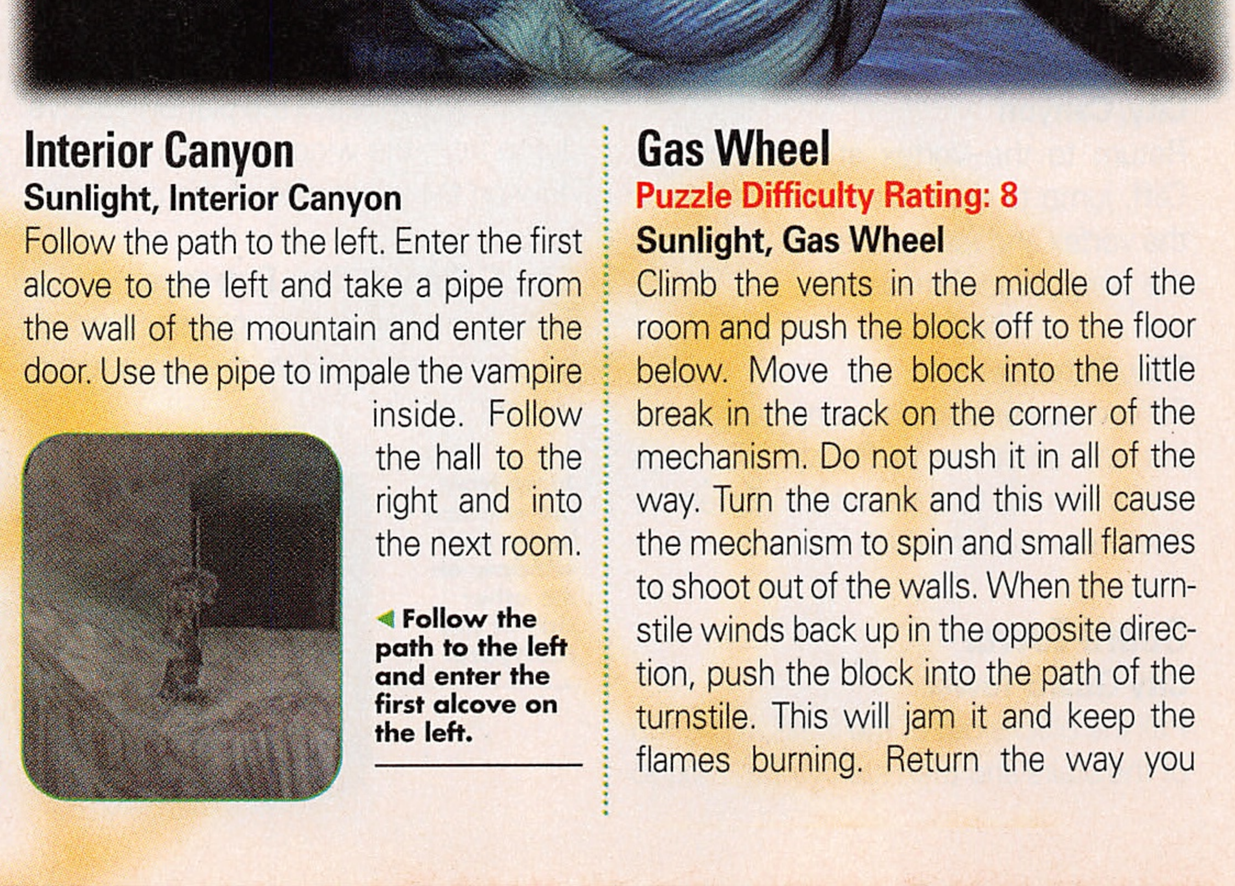
◀ **At the front gate of the Silenced Cathedral, dive into the moat and swim to the underwater gate to the right.**

Exterior Canyon
Sunlight, Exterior Canyon
Return to the surface and follow the ledges to the base of the lighthouse. Continue to follow the ledges until you find a door into the cave.

Sunlight, tunnels
Follow the cave tunnel around until you're back outside. Jump and glide to the lighthouse from the part of the ledge that is closest to it. Enter the cave beside the lighthouse to the left.



◀ **Jump and glide to the lighthouse from the part of the ledge that is closest to it.**



Interior Canyon
Sunlight, Interior Canyon
Follow the path to the left. Enter the first alcove to the left and take a pipe from the wall of the mountain and enter the door. Use the pipe to impale the vampire inside. Follow the hall to the right and into the next room.

◀ **Follow the path to the left and enter the first alcove on the left.**

Gas Wheel
Puzzle Difficulty Rating: 8
Sunlight, Gas Wheel
Climb the vents in the middle of the room and push the block off to the floor below. Move the block into the little break in the track on the corner of the mechanism. Do not push it in all of the way. Turn the crank and this will cause the mechanism to spin and small flames to shoot out of the walls. When the turnstile winds back up in the opposite direction, push the block into the path of the turnstile. This will jam it and keep the flames burning. Return the way you

came in and continue down the path to the left.

Jump to the circular platforms in the water near the tunnel door. When you reach the lighthouse, jump into the bottom of it into the hall. This will lead you to the Interior of the lighthouse.



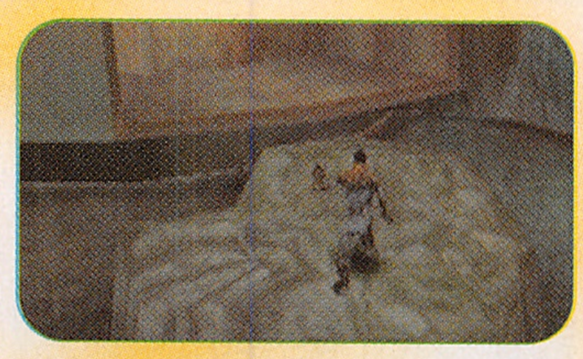
▲ Don't push the block all the way to gas wheel until you have activated the switch.



◀ The block will jam gas wheel and keep the flames burning.

Lighthouse Interior
Sunlight Interior

Jump to the bottom of the lighthouse instead of using the broken stairs. Enter the hallway at the bottom to the Piston Room. Follow this direction until you reach the Water Wheel behind a set of double doors.



▲ You can enter the hall at the bottom of the lighthouse.



◀ Follow the hallways to the double doors and enter the Water Wheel room.

Water Wheel

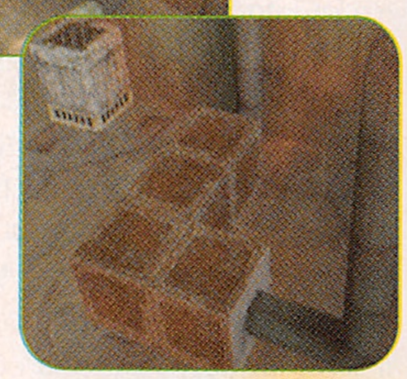
Puzzle Difficulty Rating: 7

Sunlight, Water Wheel

In the pit, arrange the blocks to form a conduit between the two pipes. Follow the pipes to the wheel switch and turn it. If the big wheel does not turn, then you have a block turned the wrong way in the pit. Go to the other side of the wheel and jump and glide above the steam jets one at a time to reach the top of the bellow's ledge. Jump onto the moving bellow and, at its highest position, jump to the catwalk on the other side of the room.



◀ Arrange the blocks to form a conduit between the water pipes.



◀ If all puzzle blocks are correctly arranged, then the water wheel will turn.



◀ Jump/glide above the steam jets one at a time to reach the top of the bellow's ledge.

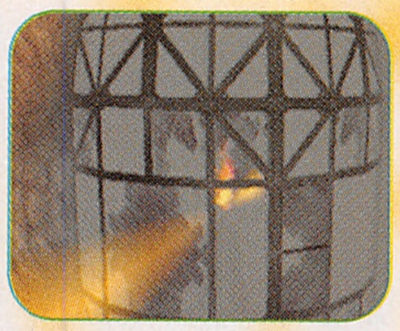
SUNLIGHT GLYPH

Piston Room

Puzzle Difficulty Rating: 5

Sunlight

Get the Sunlight Glyph from the last room at the end of the tunnel on shore near the last platform in the water. There is a light that shines on the wall from the scanning light of the lighthouse. Secure the Glyph by shifting into the Spectral Plane when the light is shining on the wall.



The light will shine on the wall of the Glyph room from the scanning light of the lighthouse.

You now have a spell that will burn Vampires! Excellent!

WATER GLYPH

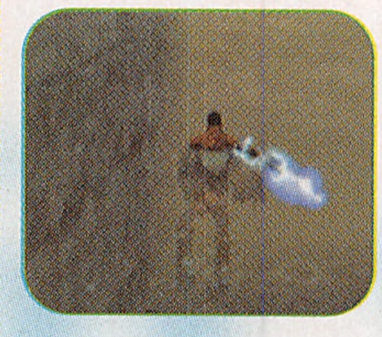
After learning the Swimming ability and killing Rahab, you can get the Water Glyph.

City, Canyon

Return to the Vortex at the Sacrificial Cliff, jump to the second platform over the vortex and turn to the left. Jump into the water-filled Canyon.

City, Exterior

Follow the canal to a clearing, turn to the left and swim up to the water's edge and swim up to the surface. Enter the door near the far wall in the corner.



Follow the canal to a clearing, and swim up to the water's edge.

Guard Tower

City Guard Tower

Pull the blocks out of the walls at the top of the stairs and then stack them next to the left wall to reach the platform above. Jump from the window to the next window on the other side of the courtyard.

City, Gallery & City, Entrance

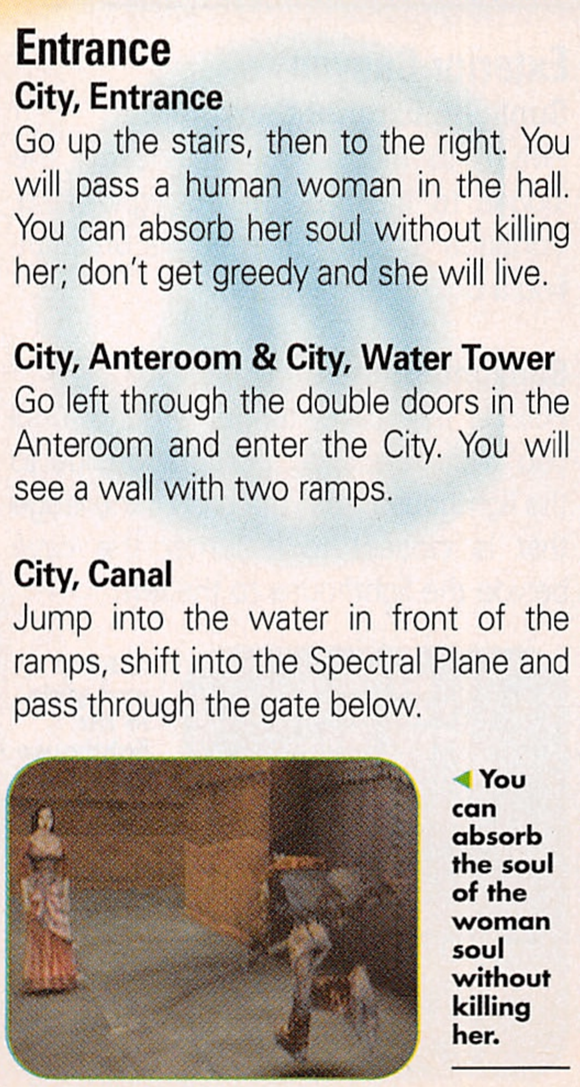
Follow the hall to the right and through the door and go down the ramp and to the left.



Jump from the window to the next window on the other side of the courtyard.



◀ Shifting into the Spectral Plane when the light is shining will summon the Sunlight Glyph.



Entrance

City, Entrance

Go up the stairs, then to the right. You will pass a human woman in the hall. You can absorb her soul without killing her; don't get greedy and she will live.

City, Anteroom & City, Water Tower

Go left through the double doors in the Anteroom and enter the City. You will see a wall with two ramps.

City, Canal

Jump into the water in front of the ramps, shift into the Spectral Plane and pass through the gate below.

◀ You can absorb the soul of the woman soul without killing her.

Sunlight, Tunnel

Follow the catwalk and the hallway to the Piston Room. Collect the Glyph energy and jump down through the holes in the ground in the back of the room. Follow the broken staircase in the lighthouse upward and return outside and back across the moving platforms in the water.



▲ Follow the broken staircase in the lighthouse upward and return outside.



▶ Jump into the water in front of the two ramps.



Inside Water Tower

Tower, Inside Water Tower

Use the Force projectile on the circular gate and swim up the pipe through the propeller and into the next pipe just below the surface. Swim through the pipe into a room where you can surface.

Tower, Waterfall

Jump up out of the water, avoiding the Turelim Guardian and enter the Water Glyph room up the stairs.



◀ Shift to the Material Plane and swim up the pipe through the propeller.

Water Glyph

Puzzle Difficulty Rating: 5

Tower, Water Glyph

Go up the stairs to the right of the statue, and jump across the water. Remove the block from the wall and push the block into the water.

Tower 14 Drain Room

Push the block into the room to the left and then push it into the drain in the middle. This plugs up the drain and floods the room.

Return to the statue in the Water Glyph room and take the Water Glyph. While in the city, take advantage of the easy puzzles to gain a few goodies in the Bonus rooms.



◀ **Remove the block from the wall and push the block into the next room.**



▲ **Return to the statue in the Water Glyph room and accept the Water Glyph.**

FIRE GLYPH

After learning the Swimming ability and killing Rahab, you can get the Fire Glyph.

Hub A, Warp Gate

Warp to Raziel's clan area and enter the door to the 'Hub A' Stairway, enter the water in the Temple and swim forward, staying near the top of the water, to the back wall and to the right corner.



▲ **Enter the water in the Temple.**

Fire, Passage

Swim through the tunnel (if the wall colors don't change from blue to green and finally yellow, you are in the wrong tunnel and are headed towards the Drowned Abbey) and enter a big circular room.



▲ **If the wall colors don't change from blue to green and finally yellow, you are in the wrong tunnel!**

Cistern

Puzzle Difficulty Rating: 10

Fire, Passage & Cistern

In the Cistern, take an unlit torch from either side of the entryway.

Fire, Round Room

In the room above, still holding the torch, go through the hall with the two Vampires and enter the door.



◀ **Go through the hall with the two Vampires and enter the next door.**

Hallway

Puzzle Difficulty Rating: 10

Fire, Hallway

At the edge of the hall, aim with the 'Look Buttons' and throw the torch into the tunnel that is directly across the room at the same height as the ledge you are on. Jump down into the pit (Fire 6 Pillars) and look for the Torch to see if you missed. If you don't see it, then it made it into the tunnel. Climb the wall back up to the first ledge. Return to the 'Round Room' and go through the door on the opposite side of the room (Fire Hallway).



Aim the torch with the 'Look Buttons' to throw it into the tunnel that is directly across the room.

Door Switch

Puzzle Difficulty Rating: 3

Fire, Door Switch

As you turn the crank on the right wall, immediately shift into the Spectral Plane. This will hold the doors open that close on a timer. Go through the doors, then shift back, and jump off the ledge into the Fire Glyph Room.



▶ **Shifting into the Spectral Plane will hold the timed doors open.**

Fire, Fire Glyph

Turn the crank and enter the next room through the recently opened gate and head back through the 'Fire 4 Hallway' to the ledge you stood on to launch the torch. Jump down into the lower level of the room.

Pillars

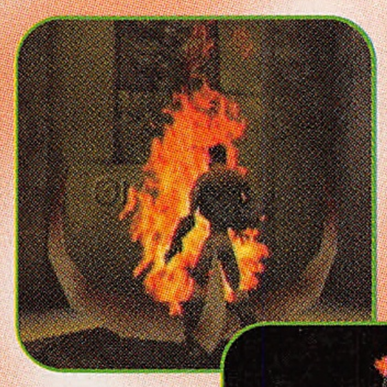
Puzzle difficulty rating: 10

Fire, Pillars

In the Spectral Plane, jump from pillar to pillar to reach the tunnel, where you will find your torch. Shift into the Material Plane, pick up the torch and light it using the pyre in the next room. Swing at the urn and reenter the pillar room. Using the wall climbing ability, return to the 'Round Room.' Enter the gate and head back through the Door Switch Room. Enter the Fire Glyph Room, place the fire in the statue's urn, and jump up to reach the Glyph.



▲ **In the Spectral Plane, jump from pillar to pillar to reach the tunnel.**



◀ **Ignite the torch by waving it into the flames.**



▶ **Place the burning torch in the statue's urn and jump up to the Glyph**

FIRE FORGE

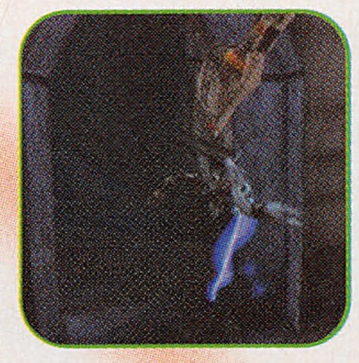
After conquering Rahab and receiving the Swimming ability, you can get the Fire Reaver.

Puzzle Difficulty Rating: 5

Return to the Drowned Abbey. If you are coming from the Fire Glyph search, the easiest way to get there is to return to 'HUB A, The Temple'. Swim to the tunnel to the left and head back to the Drowned Abby. Return to 'Aluka, Crypts,' enter the underwater stairs that end up in the Lower Crypt, and use a Force Projectile on the stained glass window.

Aluka Fire Forge

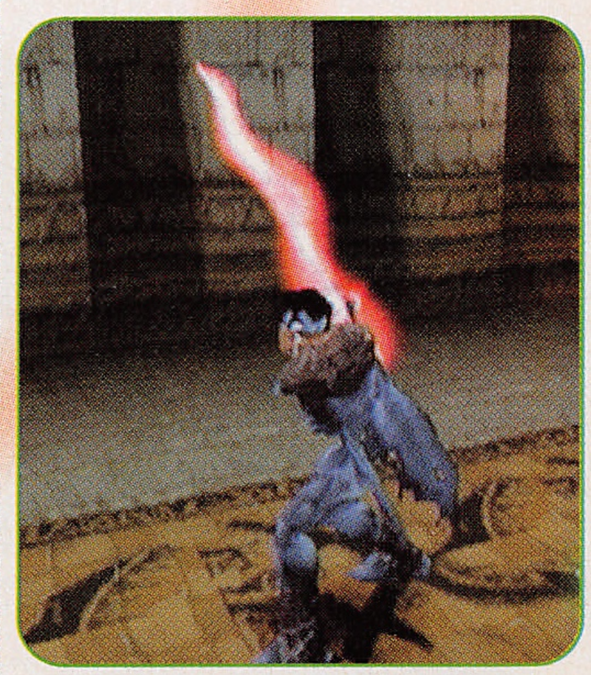
Enter the exposed hallway behind the Stained Glass window and surface in the Forge Room. Thrust the Soul Reaver into the flames to imbue the Reaver with fire. You now have the Fire Forge ability. At any time, you can pass the Soul Reaver through large flames to transform it into the Fire Reaver.



◀ **Use a Force Projectile on the stained glass window and enter the tunnel.**



▲ **Thrust the Soul Reaver into the flames to imbue the Reaver with fire.**



▲ **The Soul Reaver can be transformed into the Fire Reaver with a simple thrust through any large flames.**

main walkthrough part 2

TO ASH VILLAGE

To get to Ash Village, you have to jump across the Vortex at the Lake of Lost Souls and then into the water straight ahead. Now that you have the swimming ability, you can access the ledge from the water (Cliffs Hub Tunnel). Use the crouch button and the X button together to rocket out of the water onto the ledge. Follow the tunnel to the clearing.



Use crouch + X to rocket out of the water onto the ledge at the Vortex.

To Ash Village and Oracle's Cave

Puzzle Difficulty Rating: 3

Hub B

Climb up the pillar to the right towards the tunnel that leads to the Warp Gate, turn around and jump-glide to the left wall. Shift into the Spectral Plane and pass through the next two gates.



Jump/glide to the left wall that safeguards Ash Village from the pillar near the Warp Gate tunnel.

Courtyard

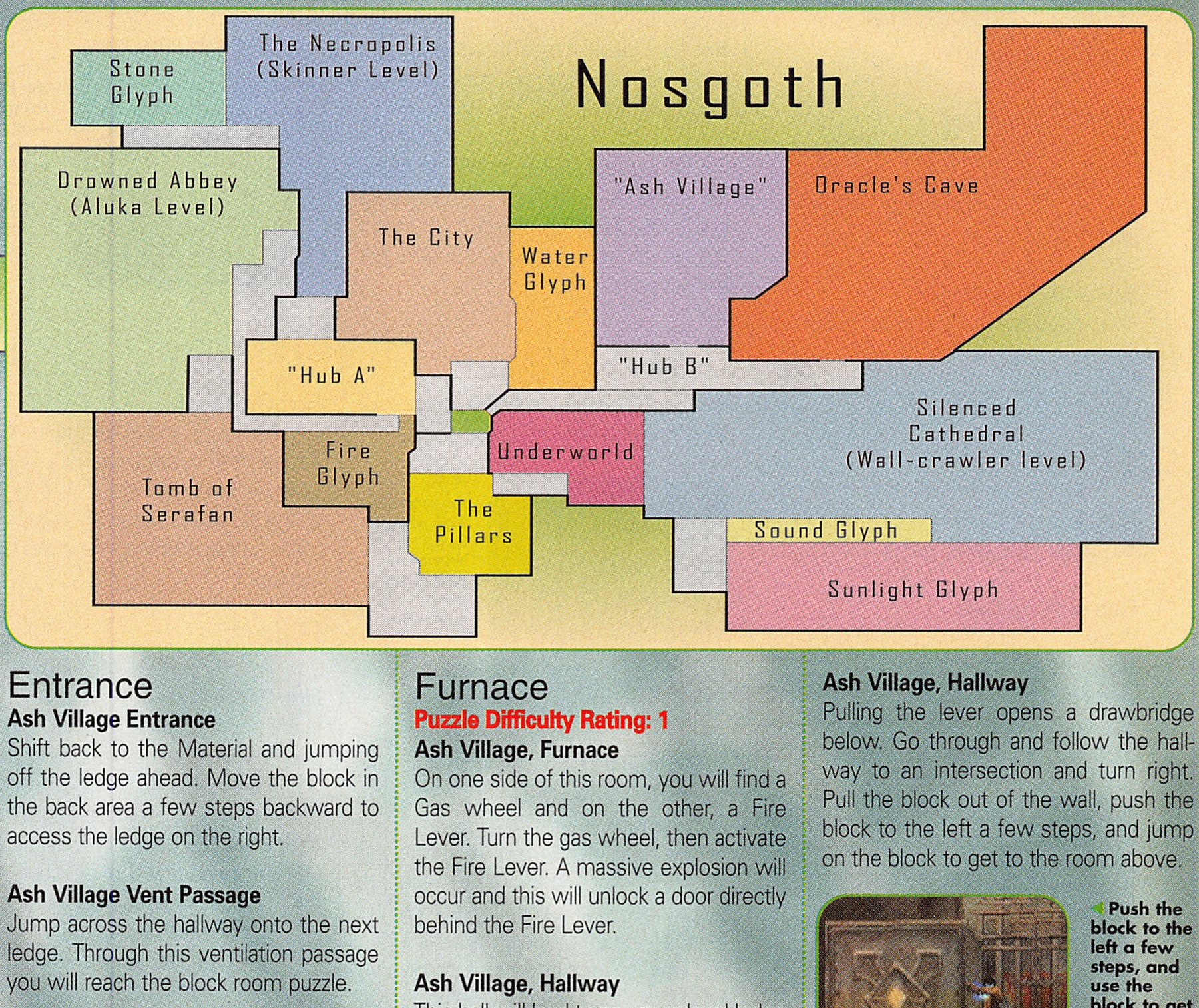
Puzzle Difficulty Rating: 5

Ash Village Courtyard

Shift into the Material Plane using the Planar Portal on the opposite end of the courtyard. Walk up to the gate and use Force Projectiles to push the block inside of the gated area until it stops against the inside wall. Pass through the gate and jump up to the upper ledge using the block you moved.



Use Force Projectiles to push the block until it stops against the inside the gated wall.



Entrance

Ash Village Entrance

Shift back to the Material and jumping off the ledge ahead. Move the block in the back area a few steps backward to access the ledge on the right.

Ash Village Vent Passage

Jump across the hallway onto the next ledge. Through this ventilation passage you will reach the block room puzzle.

Using the block to reach the ledge above reveals a ventilation passage-way.



Block Room

Puzzle Difficulty Rating: 7

Ash Village, Block Room

When you pull the switch off to the right of the center ledge, you will need to kill one Vampire in each pool area. Careful... they have the energy sucking ability. Take a couple of blocks from the pool that you jumped over to get to the walkway and put them up on the dividing walkway. Push one block from the next pool to the same walkway. Push the two blocks on the walkway on top of the third block in the second pool. Pull the stack of three boxes over to the far wall and push the last one next to them. Climb up to access the continuation of the ventilation passage.



Take a couple of blocks from the first pool and lift them up onto the dividing walkway.

Pull the stack of three boxes over to the far wall in the second pool.



Furnace

Puzzle Difficulty Rating: 1

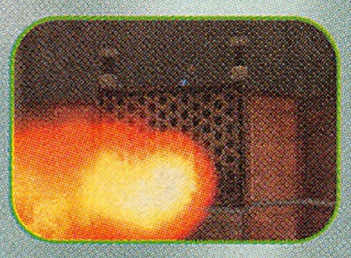
Ash Village, Furnace

On one side of this room, you will find a Gas wheel and on the other, a Fire Lever. Turn the gas wheel, then activate the Fire Lever. A massive explosion will occur and this will unlock a door directly behind the Fire Lever.

Ash Village, Hallway

This hall will lead to an upper level ledge of the Courtyard. Push the block off the ledge, then jump down and stack the two blocks below. Push the stacked blocks to the only ledge you have not explored.

The explosion from activating the gas and fire will unlock a door directly behind the Fire Lever.

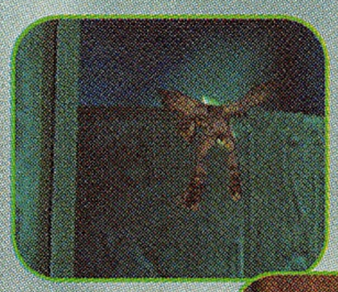


Drawbridge

Puzzle Difficulty Rating: 1

Ash Village, Drawbridge

Shift into the Spectral Plane and jump to the left ledge. Continue jumping in a clockwise direction to the ledges working your way around until you are on the ledge above the one you started from. Jump up to the ledge directly above and then jump across the room to the Planar Portal. Shift into the Material Plane and jump back to the ledge with a lever.



In a clockwise direction, jump to the ledges until you reach the ledge above the one you started from.

Jump up to the ledge above and back to the ledge that has a lever on it.



Ash Village, Hallway

Pulling the lever opens a drawbridge below. Go through and follow the hallway to an intersection and turn right. Pull the block out of the wall, push the block to the left a few steps, and jump on the block to get to the room above.

Push the block to the left a few steps, and use the block to get to the room above.

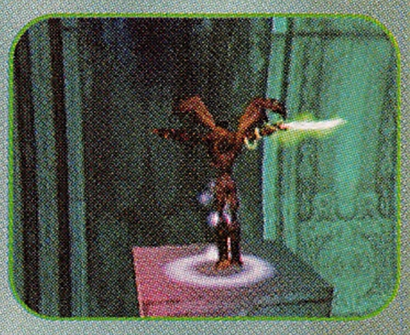
Jump Room

Puzzle Difficulty Rating: 2

Ash Village, Jump Room

On top of the smallest pillar, shift into the Spectral Plane and jump to the next pillar and shift back to the Material Plane. Shift back and forth as you reach taller pillars until you reach the ledge above. Finally, jump inside of the cage in the Pillar Room.

Shift back and forth as you reach taller pillars until you reach the ledge above.



Pillar Room

Puzzle Difficulty Rating: 5

Ash Village, Pillar Room

Pushing the pillar over will break the gates, allowing access to the hall that leads to the next Boss.

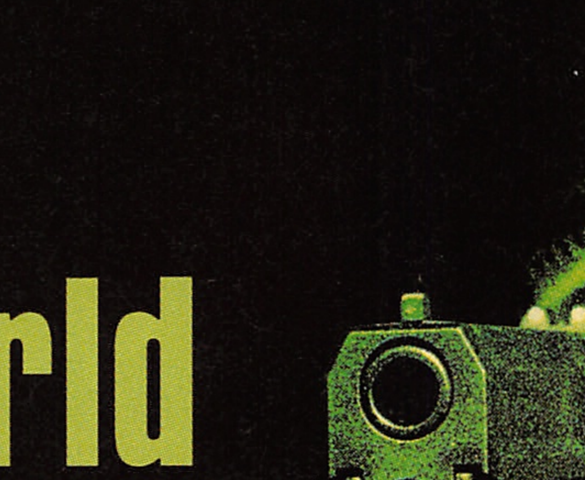


Push the pillar over towards the Boss's hall to break the barriers.

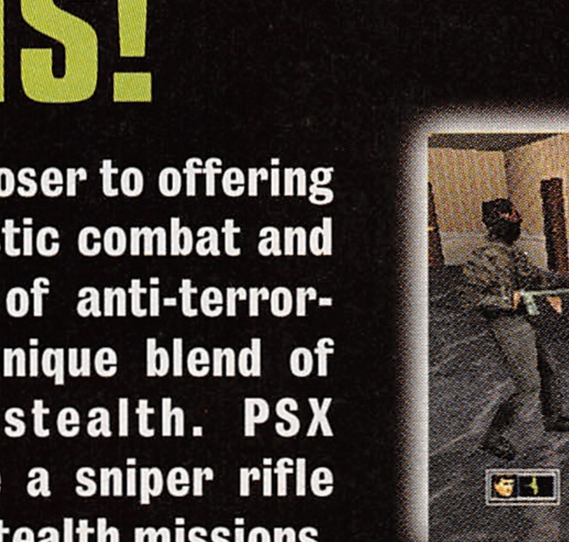
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DUMAH BOSS

Boss Room

Puzzle Difficulty Rating: 10

Ash Village, Boss Room

Pull the three spears from the lifeless body in the throne. As you do, Dumah will jump to life and the battle will begin.



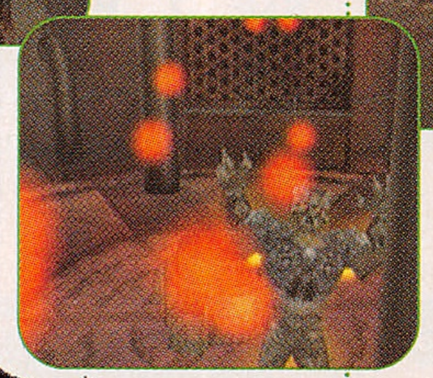
◀ **Dumah's a pincush-ion! Yes!**

Throw Force Projectiles at Dumah to get him to chase you into the Furnace Room. Keep a safe distance from the Boss, one that will allow you time to recover from a paralyzing foot stomp attack, as he approaches for a second attack. Stay close enough to the boss to keep him interested in following you. If you loose him at anytime, you will be able to find him back in his boss room. Follow this route: Pillar Room, Hallway, Drawbridge, Courtyard, two more Hallways, and then into the Furnace Room.

Once inside the Furnace Room, turn the gas wheel, pull the fire lever and watch Dumah toast. You will now receive the Constrict Ability. Return to the entrance of Ash Village, climb the wall, and head for the Oracle's Cave.



◀ **Throw Force Projectiles at Dumah to get him to chase you into the Furnace Room**



▶ **Turn the Gas Wheel and pull the Fire Lever, and watch Dumah toast!**



▲ **After burning Dumah you will receive the Constrict Ability.**



BONUS ROOMS

Puzzle Difficulty Rating: 2

Ash Village, Constrict Courtyard

Use your new Constrict ability on the statue in the center to open the three bonus rooms. There are various power-upsand a glyph recharge location here. When you want to leave, return to the statue and run around it once more.



The Oracles' Cave

From the Ash and Oracle Hub, enter the canyon that leads to Oracle's Cave.

Entrance Canyon

Puzzle Difficulty Rating: 2

Hub B, Entrance Canyon

Use the Constrict ability on the sundial to point it towards the large sealed entrance. Activate the Warp Gate through the door on the right.

Oracle, Cavern

Shift into the Spectral Plane and enter the opening in the cave wall to the left.



◀ **Constrict around the sundial to open the large sealed entrance.**

Door Puzzle

Puzzle Difficulty Rating: 9

Oracle, Door Puzzle

Use the Planar Portal to shift to the Material Plane and use the Constrict ability on the dial in the middle of the room and go through the hall to the right. Pass through the gate and shift back on the other side. Go to the other end of the room and take the block out of the alcove with the "Y" above it and push it down into the lower floor. Take the other block across from the last and push it into the "Y" alcove. Return to the dial by passing through the gated hall, take the opposite path, and pass through the next gate. Shift to material, take the block from the floor, lift and push it into the alcove with the "Z" painted above it. Return to the other side of the room, pull the block out of the "Y" alcove, and push it into the "O" alcove. This will unlock the large doors in the next room. Go back and constrict around the dial and go through these large doors.



▶ **Constrict around the dial in the middle of the room to open the hallways.**



◀ **Take the block out of the alcove with the "Y" above it and push it down into the lower floor.**



▶ **Take the block from the floor, lift and push it into the alcove with the "Z" painted above it.**



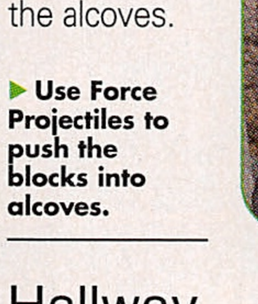
◀ **Pull the block out of the "Y" alcove, and push it into the "O" alcove.**

Jump Room

Puzzle Difficulty Rating: 1

Oracle, Jump Room

Around the right corner, shift into the Spectral Plane and pass through the next gate. At the top of the ridge, jump to the succeeding ridge. Turn to the right and jump to the Planar Portal. Shift back into the Material Plane and jump back to the last ridge.



◀ **Shift into the Material Plane and jump back to the last ridge.**

2 Block Puzzle

Puzzle Difficulty Rating: 2

Oracle, Two Block Puzzle

Jump across the channel and pull the two blocks in front of their closest alcoves and then jump back across the channel and use Force Projectiles to push the blocks into the alcoves.



▶ **Use Force Projectiles to push the blocks into alcoves.**

Hallway

Puzzle Difficulty Rating: 3

Oracle, Pillar Puzzle

Dispatch the Turelim Guardian and use Constrict ability on the four pillars that encompass the number "9" symbol on the ground. Turn the white segment on the pillars so that they face the center of the room. Return to the Oracle Cavern and enter the double doors.



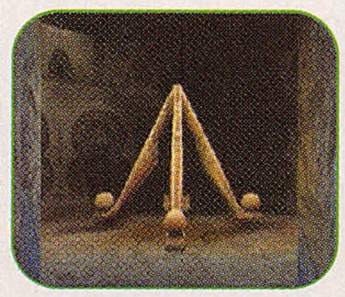
◀ **Constrict around the four pillars that encom-pass the number "9" symbol on the ground.**

Oracle's Chamber

Puzzle Difficulty Rating: 3

Oracle, Oracle's Chamber

Constrict around the crucible in the gold contraption. This will rotate the room, opening a new passage through the same door you entered through.



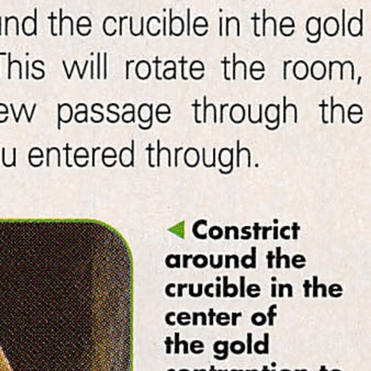
◀ **Constrict around the crucible in the center of the gold contraption to set the room in motion.**

Clock Chamber

Puzzle Difficulty Rating: 8

Oracle, Clock Chamber

Pull the levers next to the Moebius statue, so that the hands on the clock read "6 o'clock." Jump down through the opening at the foundation of the clock to access the Lens Room.



▶ **Pull the levers so that the hands on the clock read "6 o'clock."**

Lens Room

Puzzle Difficulty Rating: 4

Oracle, Lens Room

With one complete revolution, Constrict around each of the four lenses to match the colors of the symbols behind them. The double lenses must make purple-

red and blue. Constrict around the center beam to shine it at all the lenses to open the door.



▲ **Constrict around each of the four lenses to match the colors of the symbols behind them. The door will then open.**

Floor Clock

Puzzle Difficulty Rating: 7

Oracle, Floor Clock

There are three colored symbols on the walls, three colored pylons on the lens floor, and three colored hands on the floor clock. Constrict around the pylons to turn the matching colored clock hand to the symbol on the floor that matches the colored symbol on the walls. This will align the holes in the door so you can pass through to the gear room.



▶ **Constrict around the pylons to turn the clock hands to the floor symbol that matches the symbols on the wall.**

Gear Room

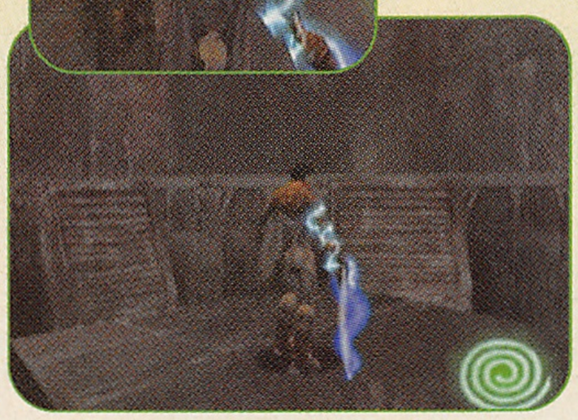
Puzzle Difficulty Rating: 6

Oracle, Gear Room

Push back the two blocks below the entry ledge to allow you to dislodge the third block from the large gears to get them turning. As you do this, the platform to the left will lift and lock. Jump from the entry ledge to the top of the axle of the left gear and then jump to the platform on the left. From the platform, jump to the ledge walkway, then to the pendulum platform. Turn towards the exit and jump up to the door. Jump down the shaft and go through the hallway until you reach two consecutive gates on the right. Use the Force Projectile to push the both blocks off the platforms. Enter the room at the end of the hall.



◀ **Dislodge the third block from the large gears to get them turning.**



▲ **Jump from the top of left gear axle to the newly raised platform on the left.**

Block Puzzle

Puzzle Difficulty Rating: 4

Oracle, Block Puzzle

Arrange the four blocks over the pattern on the floor to match each other. Two of the blocks will have to be flipped over to complete this puzzle. The hallway door will open when you complete the picture. Jump down into the hole in the hallway.



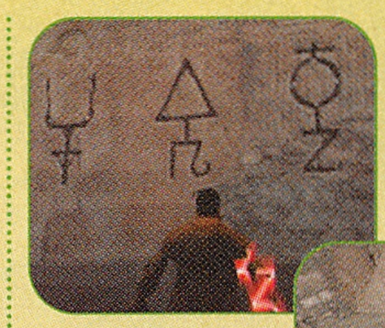
▲ **Match the four blocks over the pattern on the floor to unlock the hall door.**

Pendulum Room

Puzzle Difficulty Rating: 7

Oracle, Pendulum Room

Constrict around the dials so that the partial symbol on the dial matches the rest of the symbol on the floor to complete the symbol as it looks on the right entry wall. On completion of the puzzle, a Pendulum platform swings above in each room. Jump up onto each Pendulum to reach an alcove above, pull the switch in each of the alcoves and a large door in the center will open. Go through the newly opened door near the puzzle key symbols on the wall. On your way to the next boss fight, which is with Kain, Raziel stops to look into many time portals.



◀ **The key symbols are on the wall as you enter the Pendulum Room.**



▶ **This is how the Circle and the 'Z' should fit together.**



◀ **This is how the Triangle and the lower symbol should fit together.**



▶ **This is how the 'U' and the 'T' should fit together.**

Warp Gate

Oracle, Warp Gate

After the last portal, you can find a Warp Gate through a door on the left. It would be wise to visit it so that you can return to this area if Kain gets the better of you. Go through the door at the end of the hall to fight Kain for the last time.



◀ **Visit the last Warp Gate, we hope you won't need it.**

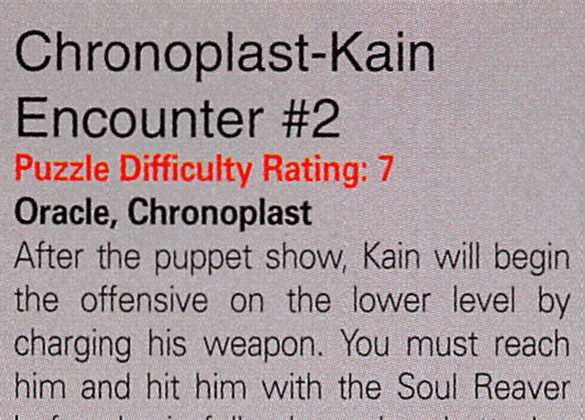
KAIN BOSS

Chronoplast-Kain Encounter #2

Puzzle Difficulty Rating: 7

Oracle, Chronoplast

After the puppet show, Kain will begin the offensive on the lower level by charging his weapon. You must reach him and hit him with the Soul Reaver before he is fully charged and attacks. Any attack other than a Soul Reaver attack and Kain will merely laugh at you. The easiest way to get to Kain when he is on the upper tiers is to run up the ramp-like columns. Kain will continue up one more tier with every skirmish. There are Health Energy Recharges on the top tier, so keep the Soul Reaver in your hand and stay in the Material Plane. After the third successful attack on Kain, he will jump through the Threshold Portal. Raziel follow Kain into the portal and will come face to face with Moebius and the end of this awesome game.



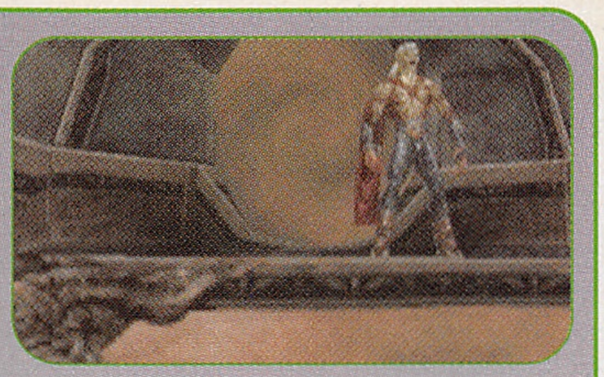
▲ **Raziel stares into the star portals and experiences questionable visions of his past and future.**



▲ **You will encounter Kain for the last time.**



▲ **You must reach Kain and hit him with the Soul Reaver before he is fully charged and unleashes his attack.**



▲ **After the third successful attack, Kain will jump through the Threshold Portal.**

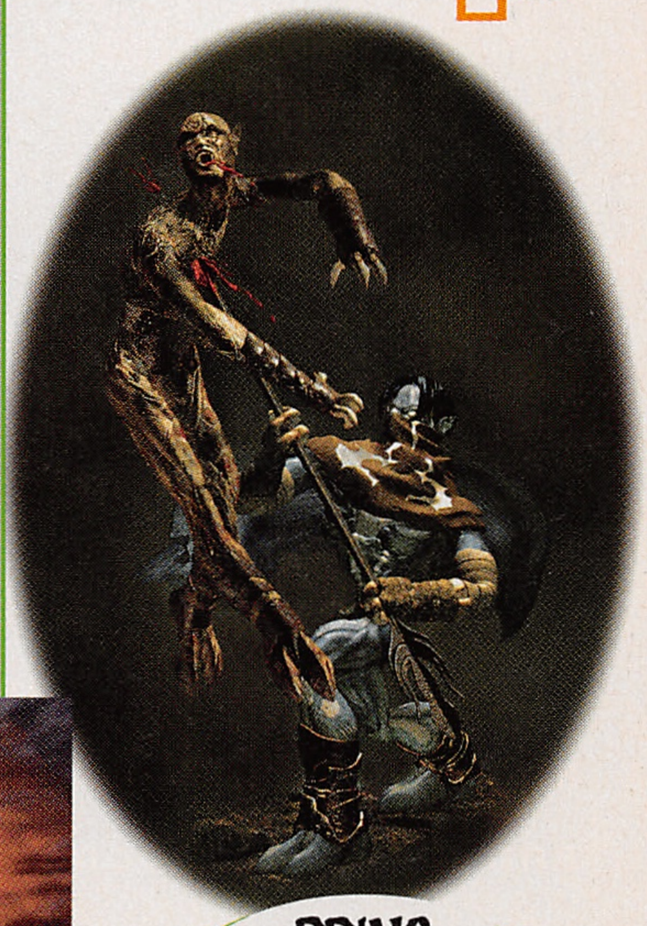


▲ **Follow Kain into the portal to come face to face with Moebius and the end of this awesome game.**



▲ **Raziel stares into the star portals and experiences questionable visions of his past and future.**

KAIN'S WAITING FOR YOU... GOOD LUCK!



BRING IT ON,

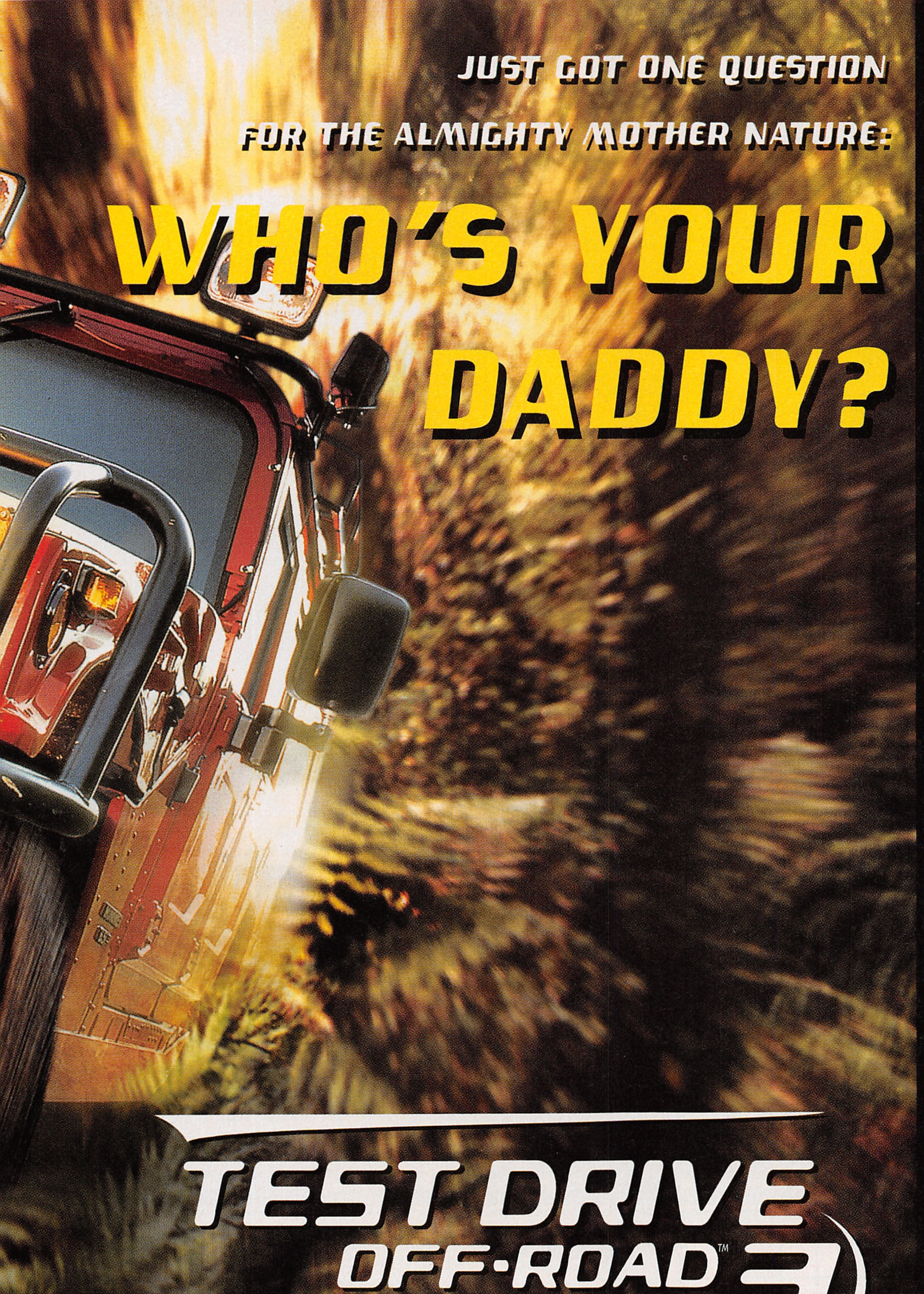
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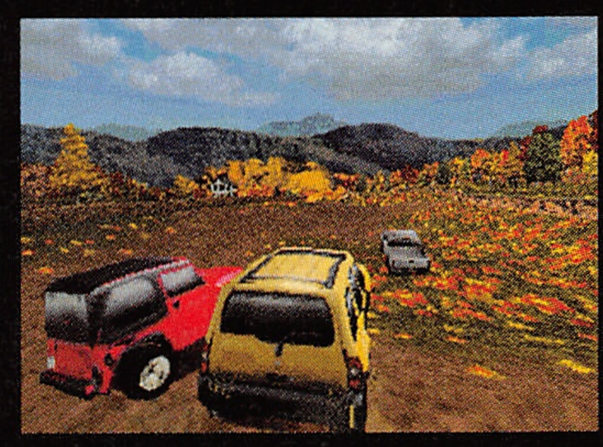
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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM ....O
CRUSH I	SCORE .....H	SLANT L	CHASE.....P

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Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

Code Junkies

your complete monthly source for all the newest and coolest playstation cheats

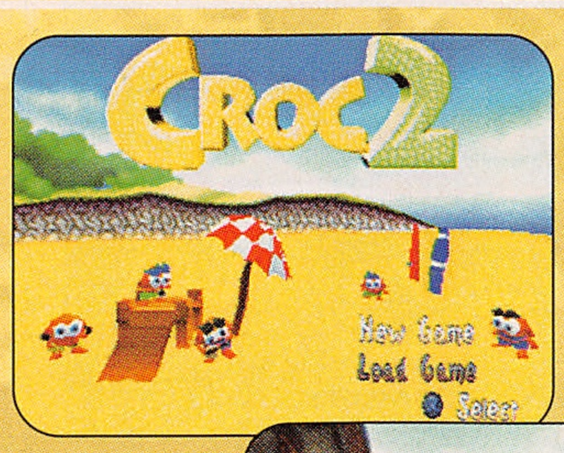
Face it—you're a Code Junkie. You need every new PlayStation cheat and password, and you want 'em *now*. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

code fix of the month

Every month there's usually at least one code in Code Junkies that totally blows open a game or increases the fun factor of a title to another level. Each month we pull out those exceptional codes and cheat gems and award them with the dubious honor of Code Fix Of The Month. Look here for the hottest of the hot codes for the best games each month.

Croc 2
The Cute Little Croc Money Cheat

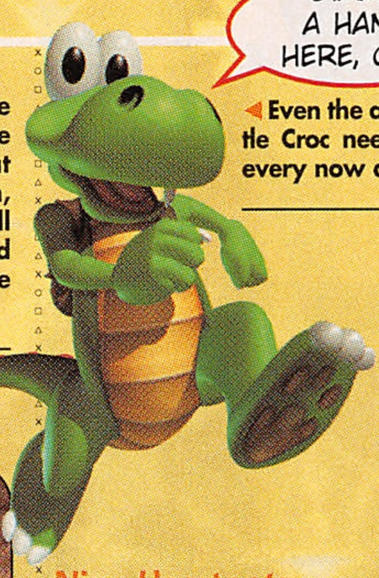
Cute little Croc is back in an all new adventure. To truly finish the game in style, though, you're going to have to purchase plenty of extra supplies from Swap Meet Pete's, which is why this new code from Fox is such a big deal. Croc uses crystals for money and the following code will basically give you as many crystals as you want. Then, with a virtually infinite amount of money, you can buy the maximum number of heartpots, all the Gummie Lifesavers you'll ever need and tons of those little automated Gobbos. When you get to the Title screen, press and hold L1 and then press □ □ ○ ↓ ← → ← →. You will hear a little jingle when entered correctly. During gameplay, press and hold R2, then press △ to add a hundred crystals to your inventory. Continue to tap △ and watch the tally rise.



◀ You enter the first part of the money cheat at the Title Screen, where you will hear a little sound after you've done it correctly.



▶ During gameplay, hold R2 while you press □ over and over to get as many crystals as you want.



◀ Even the adorable little Croc needs a hand every now and then.

▼ Once you're loaded with cash, head over to Swap Meet Pete's and spend, spend, spend.



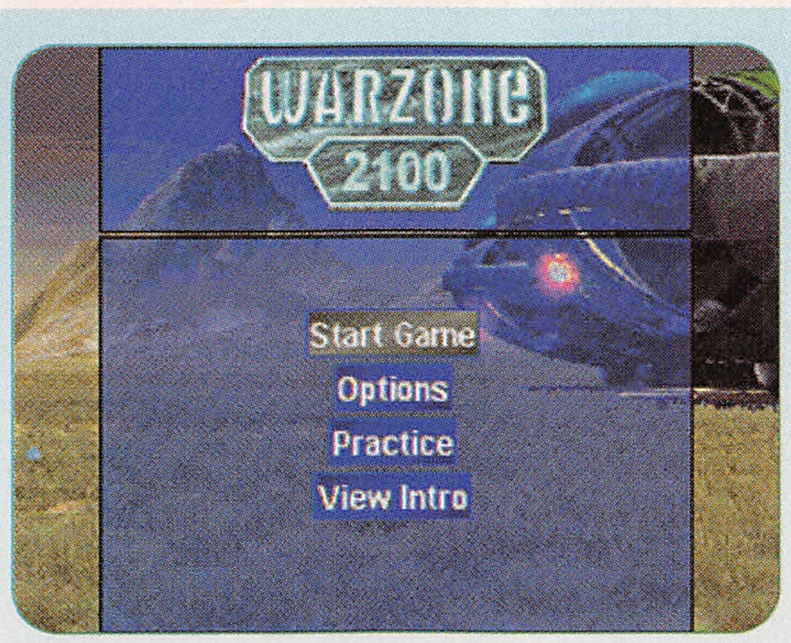
Nine Heartpots

It's simple enough to use the money cheat to buy the maximum nine heartpots, but you can also fill your inventory by first going to the Title Screen and pressing and holding R1 then pressing ← ← ↓ ○ □ □. You will hear a little ding-a-ling when entered correctly. When you start the game, you will have nine heartpots.

Warzone 2100
Cheat Mode

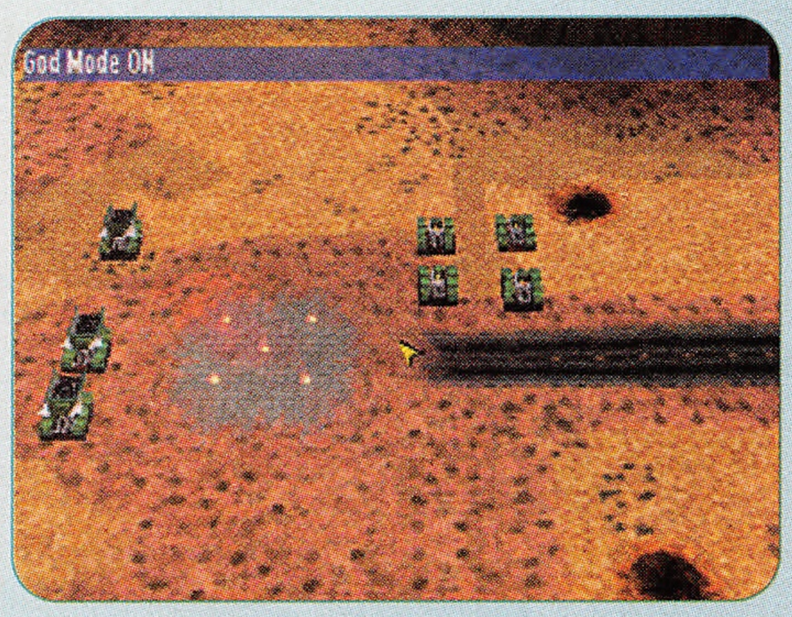
This real-time strategy game does have some tough missions, but with the following cheats even complete newbies to the genre will be finishing the game. They work a little funny, but are very convenient in that they are entered using a second controller plugged into port two. While the game loads up after you turn on your PlayStation, press and hold START on controller two. Release START on controller two after the game has loaded, then press L1, R1, R2, L1, SELECT, START again using controller two at the Main Menu. When you select Start Game, the next menu that comes up will show Campaign II and III as available. You can also hit the L1, R1, R2, L1, SELECT, START button combination while the game is paused during gameplay.

After you begin a game, you can press any of the following buttons on controller two to activate the desired cheat anytime during gameplay. A message will appear at the top of the screen displaying the function of the cheat when one is activated.

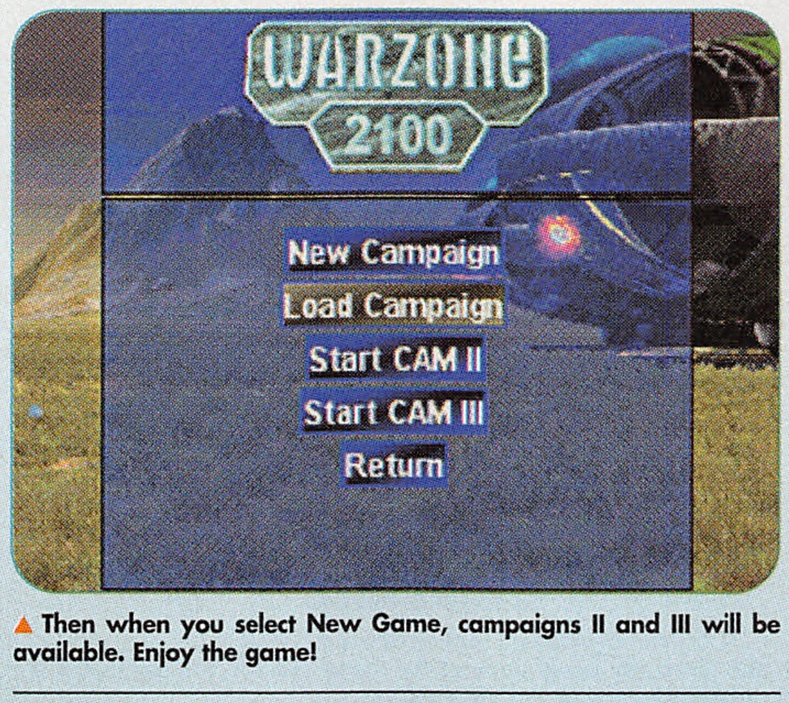


▲ You enter the button combination using controller two at the Main Menu. Then you're all set to cheat!

Button	Cheat
△	God Mode (Note: Will reveal all hidden objects on map)
○	Unlimited Power
X	All Items
↑	Super Unit Strength
→	Weak Unit Strength
↓	Current Research Complete
R1	Additional Structures
R2	Additional Units
SELECT	Level Skip



▲ After you have finished all the steps to open the cheats, you just have to press any button on controller two during actual gameplay to activate a cheat, like △ for God Mode, and you'll get a message confirming the code at the top of the screen.



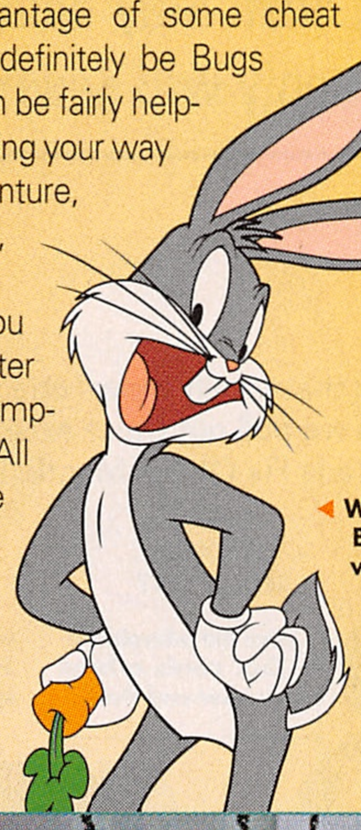
▲ Then when you select New Game, campaigns II and III will be available. Enjoy the game!



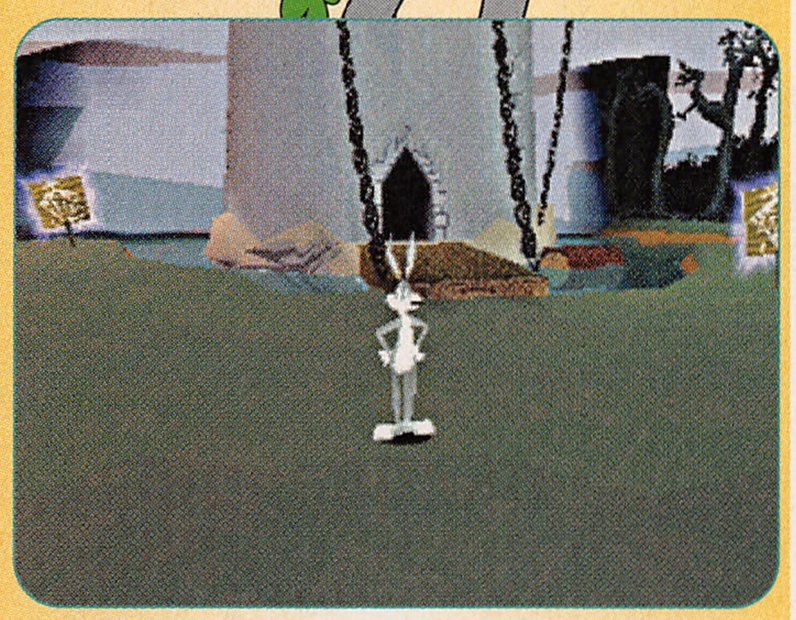
▶ When accessing the cheat mode, you first have to press and hold START on controller two while the game is loading until you reach this screen.

Bugs Bunny: Lost In Time
Cheat Like Bugs Bunny

If there was ever a cartoon character who would take advantage of some cheat codes, it would definitely be Bugs Bunny. These can be fairly helpful as you're making your way through the adventure, but unfortunately, there's no level skip, so you still have to master all the platform jumping elements. All the following are entered during gameplay and while holding R1 + L2.

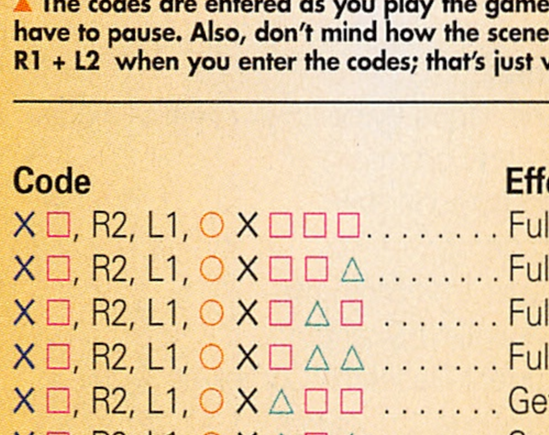


We're sure that Bugs Bunny would endorse the use of cheat codes in his game.



The codes are entered as you play the game, meaning you don't have to pause. Also, don't mind how the scenery spins as you hold R1 + L2 when you enter the codes; that's just what happens.

Code	Effect
X □, R2, L1, ○ X □ □ □	Full level open
X □, R2, L1, ○ X □ □ △	Full Regular Carrots
X □, R2, L1, ○ X □ △ □	Full Abilities
X □, R2, L1, ○ X □ △ △	Full Energy
X □, R2, L1, ○ X △ □ □	Get A Key
X □, R2, L1, ○ X △ □ △	See game ending when completed
X □, R2, L1, ○ X △ △ □	See ending when not completed
X □, R2, L1, ○ X △ △ △	Death



Fill your carrot inventory on the fly, just like Bugs.



You can also check out the game's ending cinemas right from the beginning.

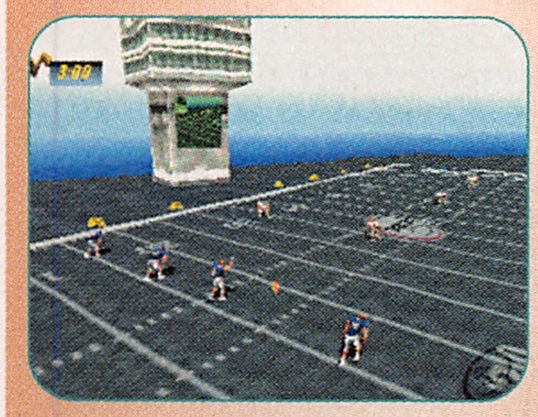
NFL Xtreme 2
Silly Codes

Considering the over-the-top action of *NFL Xtreme 2*, it is no surprise that there are some over-the-top codes to try out. The following cheats unlock some exotic new locales, perfect for a nice extreme game of football. We also have a code that increases the size of the players to enormous proportions. To enter any of the following codes, go to the player creation screen found in the Rosters option and enter the codes as the first and last name. Then back out and select the Quick Start Option to begin a new game. Apart from the Big Players cheat, to enter a new code, you must reset the game.



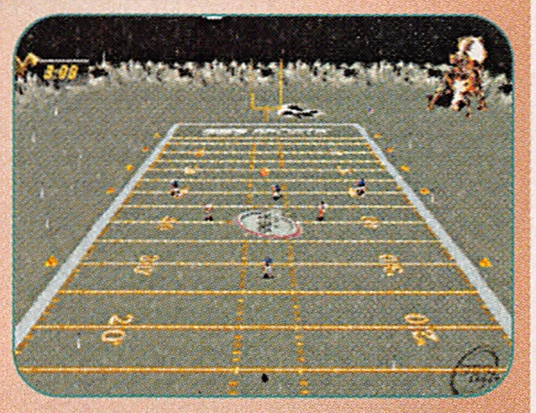
The codes are entered as the first and last names on the Player Creation screen.

Big Players	BIG BEN
Pool Table Field	POOL TABLE
Egyptian Field	EGYPT SPHINX
Urban Field	CITY SCAPE
Lunar Field	LUNAR FIELD
Aircraft Carrier Field	AIRCRAFT CARRIER



Now this is extreme: playing football on the metal deck of an aircraft carrier.

A little grid iron action on the surface of the moon awaits those who dare to enter the Lunar Field code.





Using the Big Players code is actually a really cool way to play the game. By using some of the many options, the gameplay is actually improved. Go Vikings!

tip lines

Need help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain any of these lines (other than our own), so we aren't responsible for the information available on them.

Stuck? Call PSM!

Check it out—PSM's new tip line is the only place you can access the Code Junkies' Bible in its entirety—every code for every PlayStation game created! If it's not here, it doesn't exist! PSM's tip line also has the most complete walkthroughs and strategies for the latest games. And it's updated every month!

Call 1-900-772-4PSM

If you're under 18 years of age, please get your parents' permission before calling. Calls are $1.49 per minute.

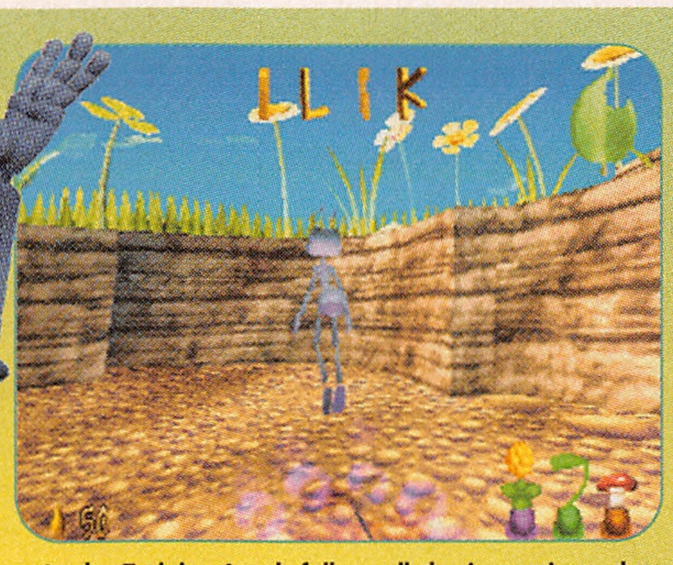
Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(900) 225-5436
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(900) 740-JEDI
Maxis	(510) 933-5630
Microprose	(900) 773-HINT
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psygnosis	(900) 976-4468
Ready Soft	(905) 475-4801
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800)695-GAME
Square Soft	(900)407-KLUE
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

A Bug's Life
Hidden Bonus Level

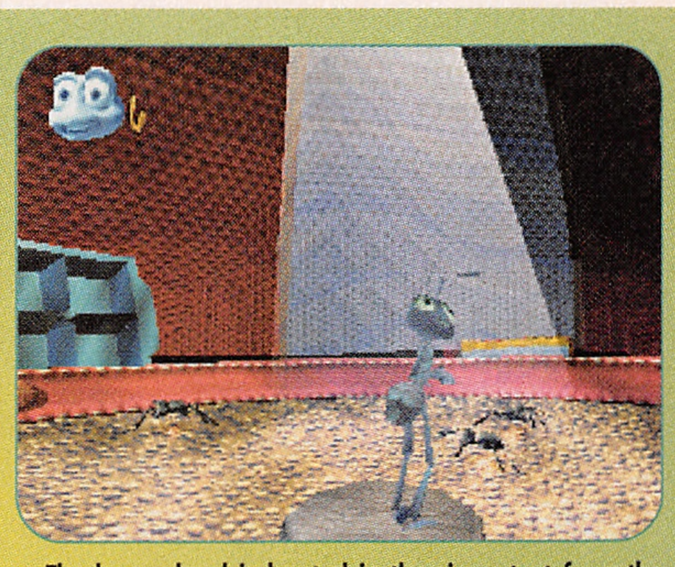
We didn't believe that there was actually a hidden bonus level when we first heard about it. The way it is reached just seemed too random to be legitimate, but lo and behold, it actually worked. The bonus level has you fighting a bunch of spiders in the circus ring from the movie. Pretty cool, considering we had no idea it was there.

To reach the bonus level, start the Training Level and follow all of Mr. Soil's instructions. Then kill all the spiders that continue to appear by butt bouncing on them—don't throw any berries! When the last spider is squashed, you will automatically enter the bonus level.

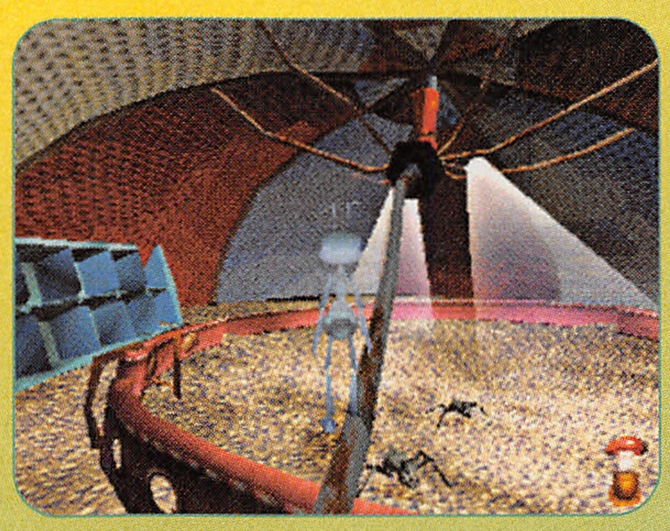
Once in the bonus level, an endless flow of spiders will continue to appear. You can fight them, but to unlock the three bonus cinemas, go outside the main ring and climb the umbrella handle to the top, where you will find a really large exclamation point. Collect it to see all of the hidden cinemas.



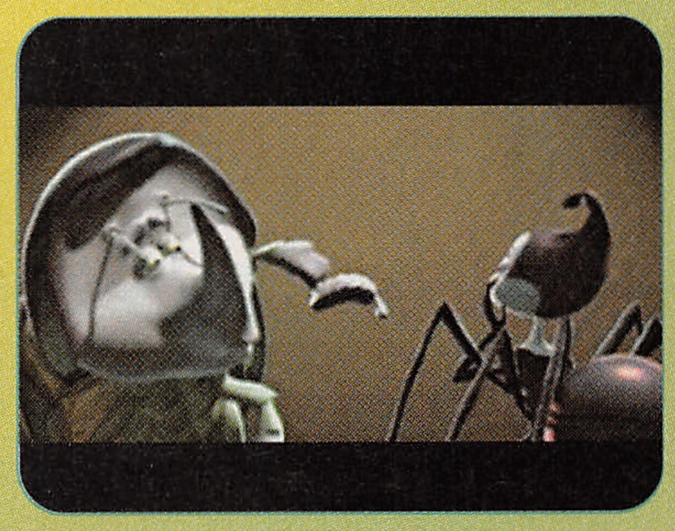
▲ In the Training Level, follow all the instructions, then butt bounce all the spiders to enter the bonus level.



▲ The bonus level is located in the circus tent from the movie. Grab some popcorn and head inside.



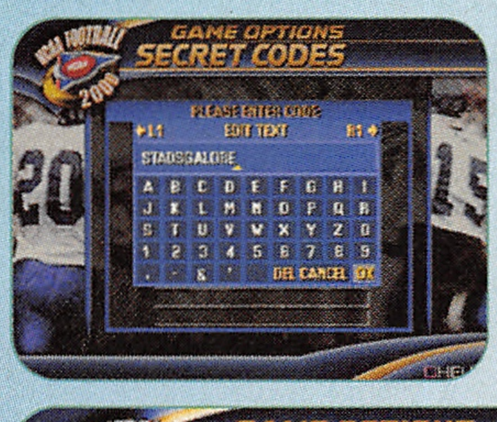
▲ To get the three bonus cinemas, climb the stem of the umbrella, (hold L2 or R2 to walk slowly) and claim the exclamation point at the end.



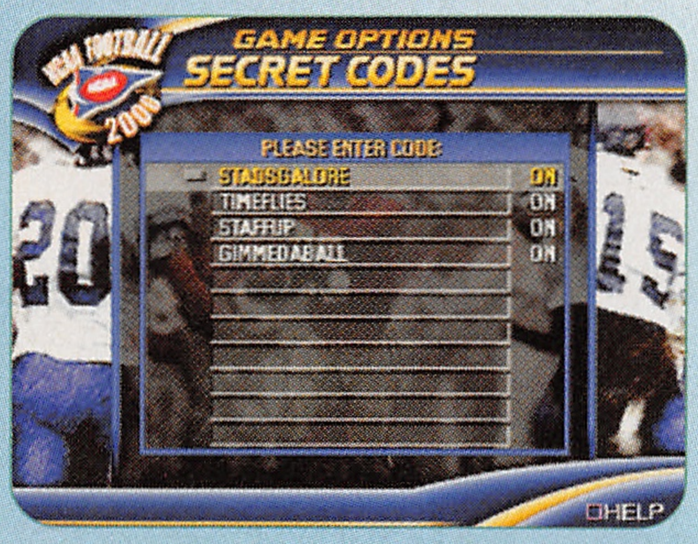
▲ The hidden cinemas feature real scenes from the circus act in the movie. These can then be saved to your Memory Card.

NCAA Football 2000
Gobs Of Codes

Most of EA's sports games have had a long-standing tradition of packing loads of secret codes into its games, so it's no surprise that there are quite a few available for *NCAA Football 2000*. These are all entered at the Secret Codes Screen found at the bottom of the Game Options screen. As cheats are entered, they will be listed and by highlighting them, you can turn their effects on and off, adding some creative customability to their use.



◀ Found at the bottom of the Game Options screen, the Secret Codes screen is where you enter the cheat codes, just like you would a password.



▲ As codes are entered, they will be listed on the Secret Codes screen. You can turn them on and off by highlighting them and pressing ← →.

Effect	Code
All exhibition mode stadiums	STADSGALORE
Defense always intercepts	PIXGALORE
Faster daylight effects	TIMEFLIES
Receivers always catch the ball	GIMMEDABALL
View CPU plays	MINDREADER
Extra long kicks	ICBM
Knock down referee for 1 point	BADCALL
View introduction sequence	BIGSCREEN
Defense always tackles	BRICKWALL
Maximum recruiting points	STAFFUP
Super stats team	UNSTOPPABLE
1947 Army team	INSIDENOUTSIDE
1957 Oklahoma team	FORTYSEVENONE
1970 Ohio State team	BRUTUS
1971 Nebraska team	GAMEOFCENTURY
1971 Oklahoma team	SCHOONER
1976 Georgia team	HEDGES
1981 Clemson team	TOUCHTHEROCK
1983 Nebraska team	GOFOR2
1984 Boston College team	MIRACLE
1986 Penn State team	LINEBACKERINT
1986 Miami team	FATIGUES
1987 Miami team	MONSTERD
1988 West Virginia team	HURTQB
1994 Oregon team	GREENGANG
1994 Penn State team	ALMOSTNO.1
1997 Washington State team	TURNOVER
1997 Michigan team	SPLITVOTE
1997 Tennessee team	SMOKEY
All Tiburon team	LASERBEAMS
All EA Sports team	INTHEGAME
Disable pre-play TV style cameras	K3G3UHF10CCG0
Easier difficulty in JV mode	Q209AH60A0
Easier difficulty in All American mode	S3GCAH05000G0
Disable demo auto-start from main menu	VBGIN62008041



▲ The EA Team is the best in the game... as usual.

Touchdown Celebrations

Although they are illegal in College Football, you can press Hold L1 + L2 before entering the end-zone, then repeatedly tap one of the following buttons after scoring to make your player do one of a number of moronic maneuvers. Just like the real thing, you will be penalized after each celebration, so use with discretion.

Move	Button
Heismen pose	X
Ball spike	○
Muscle flexing	□
Back flip	△
Spin the ball	R1



game shark codes

APE ESCAPE

Have All Gagets d00f51c40003
300f51c400ff
Infinite Air 800f4dc80258
Infinite Health 800ec2c80005
Infinite Lives 800f448c0063

BLOODY ROAR 2

Infinite Health P1 Only.....80178a5c0100
80178a5e3211
80178a64000d
80178a661020
Infinite Health P2 Only.....80178a5c0100
80178a5e3211
80178a64000d
80178a661420

BUBSY 3D

Extra Health.....8002e23e2400
Infinite Lives 8002ddc62400

DEAD IN THE WATER

Big Wave Mode 8010d8280005
Chicken Mode.....800ab0180001
Enable Amazon 800a86cc0001
Enable Bayou 800a86c20001
Enable Bermuda Triangle.....800a86d00001
Enable Hong Kong 800a86c00001
Enable Loch Ness 800a86c60001
Enable Log Ride 800a86ce0001
Infinite Flamethrower P1 .....801131f8000f
Infinite Flamethrower P2.....801133bc000f
Infinite Grenades P1 .....801131f4000f
Infinite Grenades P2 .....801133b8000f
Infinite Health P1 801132640078
Infinite Health P2 .....80113428ffff
Infinite Heat Seekers P1.....801131ec000f
Infinite Heat Seekers P2.....801133b0000f
Infinite Inviso Ray P1 .....80113210000f
Infinite Inviso Ray P2 .....801133d4000f
Infinite Lightning P1 .....801131fc000f
Infinite Lightning P2 .....801133c0000f
Infinite Mines P1 .....80113204000f
Infinite Mines P2 .....801133c8000f
Infinite Nitros P1 .....801131d80001
Infinite Nitros P2 .....8011339c0001
Infinite Oil Slicks P1 .....80113208000f
Infinite Oil Slicks P2 .....801133cc000f
Infinite Rockets P1 .....801131e8000f
Infinite Rockets P2.....801133ac000f
Infinite Shields P1 .....80113214000f
Infinite Shields P2 .....801133d8000f
Infinite Shockwaves P1 .....8011320c000f
Infinite Shockwaves P2 .....801133d0000f
Infinite Skip Discs P1.....80113200000f
Infinite Skip Discs P2.....801133c4000f
Infinite Superbombs P1 .....80113348002e
Infinite Superbombs P2.....801135dc0036
Infinite Torpedoes P1 .....801131e4000f
Infinite Torpedoes P2.....801133a8000f
Max Points- Tournament Mode 8011504800ff
RC Boat Mode 800ab0100001

FIGHTER MAKER

Infinite Health P1 .....801e2230c800
Infinite Health P2 .....801e2234c800

NBA IN THE ZONE '99

Away Team Scores 0.....80091a7c0000
80091b000000
80091bdc0000
Away Team Scores 150.....80091a7c0096
80091b000096
80091bdc0096
Home Team Scores 0.....8009197c0000
800918cc0000
800918480000
Home Team Scores 150.....8009197c0096
800918cc0096
800918480096
Infinite Shot Clock.....800916b20502

NEED FOR SPEED: HIGH STAKES

Have All Gold Medals 30115f810001
80115f820101
80115f840101
80115f860101
80115f880101
80115f8a0101
80115f8c0101
80115f8e0101

STREET FIGHTER ALPHA 3

1-Hit Death P1.....d01943100090
801943100001
1-Hit Death P2.....d01947580090
801947580001
Infinite Health P1 801943100090
Infinite Health P2 801947580090
Max Guard Bar P1 .....801944c00050
Max Guard Bar P2 801949080050
Max Power Bar P1 801944020090
Max Power Bar P2 .....8019484a0090

STAR OCEAN: THE SECOND STORY

1st Position Max Skill Levels.....d002b54c0001
50002e010000
3009b965000a
1st Position Super Stats d002b54c0001
500005060000
8009a9ea270f
3009aa0800ff
2nd Position Max Skill Levels d002b54c0001
50002e010000
3009ba35000a
2nd Position Super Stats d002b54c0001
500005060000
8009aa4a270f
3009aa6800ff
3rd Position Max Skill Levels d002b54c0001
50002e010000
3009bb05000a
3rd Position Super Stats.....d002b54c0001
500005060000
8009aaaa270f
3009aac800ff
4th Position Max Skill Levels d002b54c0001
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4th Position Super Stats.....d002b54c0001
500005060000
8009ab0a270f
3009ab2800ff



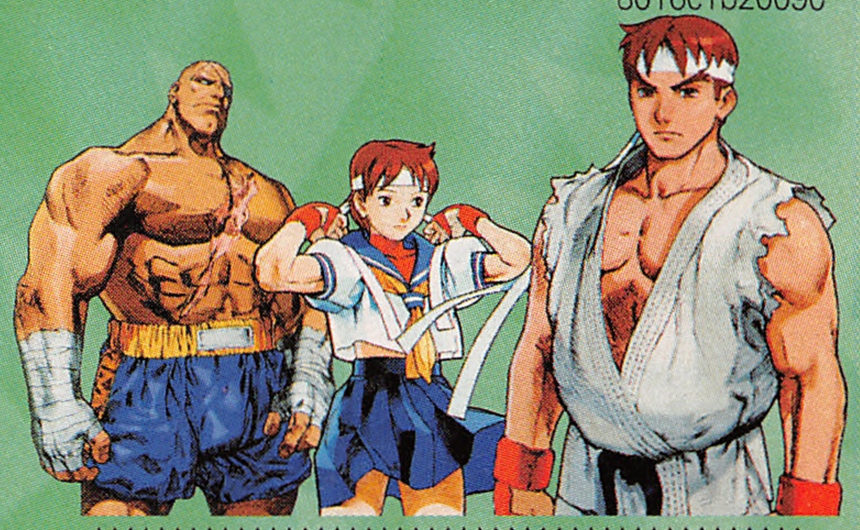
Enable Code (MUST BE ON) c10000000000
d0061ca40010
80061cac0004
d0061ca40010
80061caeac62
d0061ca40010
80061cb00001
d0061ca40010
80061cb22442
d0061ca40010
80061cb4000c
d0061ca40010
80061cb6ac62
d0061ca40010
80061cb80001
d0061ca40010
80061cbA2442
d0061ca40010
80061cbc0008
d0061ca40010
80061cbeac62
d0061ca40010
80061cc00009
d0061ca40010
80061cc21000
d0061ca40010
80061cc40010
d0061ca40010
80061cc6ac60

TEKKEN 3

P1-L1 Gains Power P1.....d00a91300004
200a961e0001
P1-L2 Loses Power P1 .....d00a91300001
210a961e0001
P1-R1 Gains Power P2 .....d00a91300008
200aaeaa0001
P1-R2 Loses Power P2 .....d00a91300002
210aaeaa0001

STREET FIGHTER COLLECTION 2

Infinite Health P1 .....8016bea80090
8016beaa0090
Infinite Health P2 .....8016c1b00090
8016c1b20090



WARZONE 2100

Infinite Build Units.....800DC3500000
Infinite Power.....8014CE94967F
8014CE960098
Power Never Decreases 8006fe0e2400

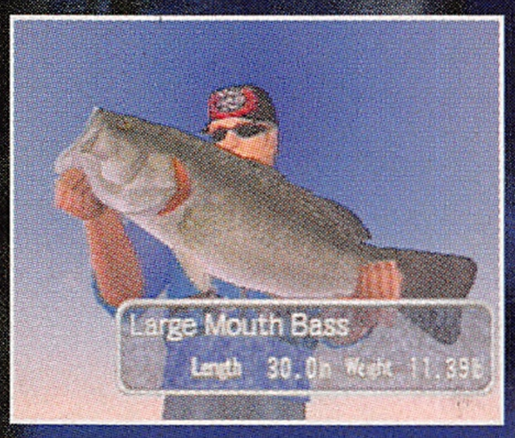
Real Fishing. Real Feel. Reel Included!

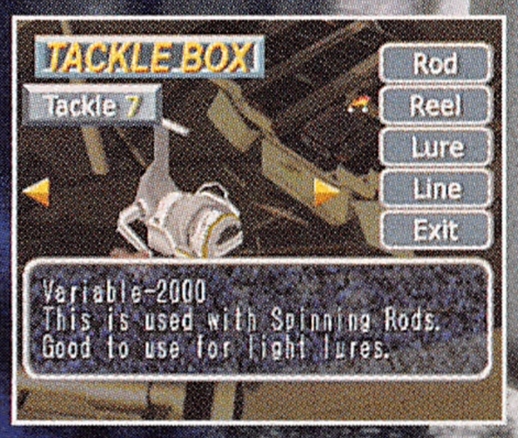
"Feel every bite and every fight"



With its exclusive Dual Shock® compatible rod and reel controller, Bass Landing sets the standard for true-to-life fishing action. Now you can cast, set the hook, and reel them in just like real life. So pack your tackle box, pick up some cold ones, and grab your rod, 'cause fishing season is now open.

- ***Game is bundled with custom designed fishing rod 'n reel controller***
- ***Solo or tournament modes***
- ***Stock your tackle box from 50 different rods, reels, rigs, and lures***
- ***5 challenging lakes, 14 species of fish***
- ***Cast side arm, overhead, or skip***
- ***Tutorial mode shows how the pros hook the big ones***
- ***Dual shock compatible***







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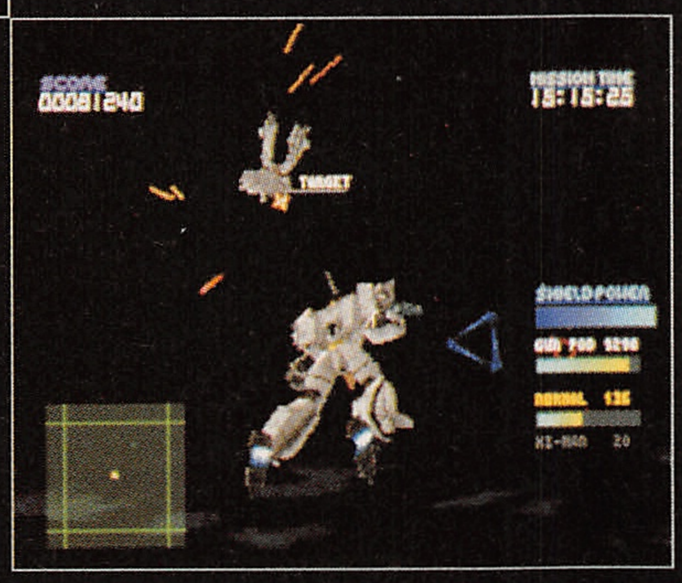
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FIGHTER MODE



BATROID MODE

With three different shooter modes, Macross VF-X2 gives you the most intense combat action ever. Get ready for shift-on-the-fly transformation, four playable levels including training mode, lock-on targeting for easier annihilation, radical plane maneuverability with flight simulator, multiple landscapes and cool anime style. So, get in touch with your inner destructive maniac. Wait, make that maniacs.

YOU'RE A DESTRUCTIVE ROBOT.

NO, YOU'RE A DEADLY FIGHTER PLANE.

WAIT. NO, MAKE THAT YOU'RE

A DEADLY FIGHTER ROBOT PLANE

DESTRUCTIVE TYPE THING.



GERWALK MODE

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BANDAI®

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PlayStation®

LETTERS

welcome to the premier forum for playstation fans, where we dig into today's hottest issues

Drop us a line at PSM Letters, care of Imagine Media, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, you can reach us at psm@imaginemedia.com.

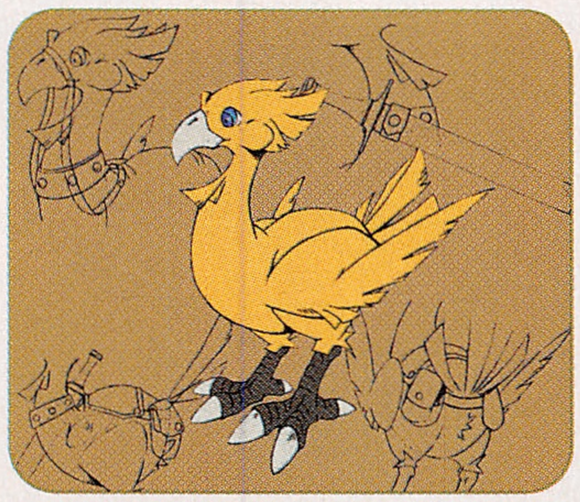


▲ **So you think it's easy cramming seven guys into a little, tiny space like this? Don't try this at home, gang. We're still all stuck together...**

I just read your August issue and saw the sketches that were supposed to be from the beginnings of making *FFIX*. I thought of another possiblity that deserves possibly some thought. After looking at them for a while, I thought that they might not be for *FF IX*, but for *Final Fantasy Tactics II* instead. Here are my whole two reasons.

1. In recent games, the mainstream *FF* series has been going away from cartoony anime style and more towards realistic humans. These sketches show much more of the cartoon/anime style (which was present in *FFT).*

2. The job class system. I know that this was also present in *FFV*, but between *FF V* and *FFT*, video-gaming, and RPGs in particular, grew in popularity (I know this is the case in the US, and I think it's the case in Japan as well), so more people would recognize the job system as being from *FFT* than from *FF V.*



▲ **Don't worry, Albert. Chocobos don't realize they look like cartoon characters.**

I don't presume to know that this is the truth or anything, but after looking at the sketches, something about them struck me as being more *FFT* than just normal *FF*. I have no idea if I'm right, but that's my two cents.

Albert Andersen
a_andersen@mac-addict.com

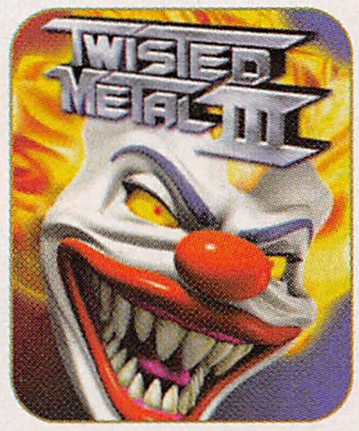
►**STEVE: Hey Albert, it seems you're a big Square fan, as am I. I'm one of those people who can't wait to see what the company has up its sleeve, especially if it relates to the PlayStation 2 in any way. Heading back to your letter, I have to agree with what you say. When we originally ran that news story, the only information that we had was that it was a *Final Fantasy* title of some sort. GIA reported that they thought it was *FFIX*, so we thought we would go along with that until we had more details about the game. Now, several weeks later, more information has been released, which leads us to believe that the game is indeed some sort of *Tactics* title. We are just not sure if it will be related to the storyline from the first game or if it will be a separate adventure. We should know more about this eagerly awaited title, when Chris and Max go to the Fall Tokyo Game Show.**

I have four questions, and I would appreciate it if you could answer them. Thanks in advance.

1. I am a big fan of nonlinear action adventure games; those games that are not level-based, but instead are centered in one big environment. Some examples of such games are *Castlevania:SOTN, Resident Evil 1* and *2, Blood Omen:Legacy Of Kain,* and *King's Field 1* and *2.* I would like to know what games that are due to be released this fall/winter fall into such category. Obviously, *RE3* would be one of these games, but what about *Dino Crisis? Fear Factor? Urban Chaos? Omikron? Too Human?* Or any others not mentioned here?

2. I have heard conflicting points of view in regards to whether *Shadow Tower* will be released here in the states. What is the likelihood of this happening?

3. *Rogue Trip 2?* It's listed in your PSM Release Schedule. I've heard from no other source that *RT2* is coming out, and I even sent an e-mail to Singletrac (best development house for the PSX, easily) myself. They said that there are no plans to release a *RT* sequel, but that you never know. This was six weeks ago. Is your mention of *RT* on your release list based on hearsay, rumor, or fact?



◄ ***Twisted Metal III*: Piece of crap or just a really stinky game?**

4. *Twisted Metal III* was a piece of sh*t. My main beef was with the horrible control — rolling over when hitting an obstacle, rolling over when dropping from a

LINK-UP

Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite genre, your current fave games, and your age. Send it to PSM Link-Up, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or you can e-mail us at psm@imaginemedia.com.

▲ **Eric Pamintuan**, age 14
ThugParlay@aol.com
Favorite Genres: RPG, Strategy, Racing
Favorite Games: *Gran Turismo, Bust-A-Move 3, X-Com, FF Tactics*
Quote: I'm gonna lay the smack down!

▲ **Adrian**, age 13
XxXPaCxRIP@aol.com
Favorite Genres: All
Favorite Games: *Resdident Evil D.C. and 2, Twisted Metal 2, Cool Boarders 2, Time Crisis*

▲ **Jon Plenn**, age 15
Shroomer09@Aol.com
Favorite Genres: RPG's, Action, Fighting
Favorite Games: *Resident Evil 1-2 (of course), FF7, Tekken 3, Gran Turismo, FFT, Secret of Mana (from the big "N" years), and Hot Shots Golf.*
Quote: In America, first you get the sugar, then you get the power, then you get the women.

▲ **Shane Shahani**, age 13
2215 North Euclid ave.
Upland CA. 91784
Favorite Genres: RPG,action /adventure
Favorite Games: *Resident Evil 1,2, Tekken 1,2,3 ,Twited Metal 2, SaGa Frontier,Final Fantasy 7,and PaRappa the Rapper*
Quote: "Why can't we all just get along?

▲ **Ryan Willchinsky**, age 14
RWdamager@aol.com
Favorite Genres: Sports, Fighting
Favorite Games: *Triple play 99, Mlb 99, Tekken 3 and Tomba*
Quote: Not the broom, anything but the broom!

▲ **DrinDawg**, age 21
drindawg@hotmail.com

(Continued on pg. 160)

Pause

Each month, we put the controller down for a moment to focus on a different aspect of PlayStation gaming. We invite debate, so please drop us your opinion on this month's topic at PSM PAUSE, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or, you can e-mail us at psm@imaginemedia.com (just be sure to put "Pause" as the subject heading). We will run the best of your responses here in this section.

This Month's Topic:

Your Greatest Videogame Experience

In this section, we often get bogged down in weighty subjects and some of the more negative aspects of gaming. So, this month I thought it would be a fun idea to talk about our love for videogames, and share our favorite gaming stories; your best ever experiences playing videogames. And you don't have to limit your responses to only PlayStation-related stories.

When you think about all the great times you've had playing games, which memories come to mind first? Maybe it was a specific moment in a game that was just so cool, it was the reason you fell in love with games. Or, maybe it was the combination of a good game and a perfect day. Maybe it was being the first guy on your block to get a copy of *Tekken*.

> "I once bought a copy of Ninja Gaiden with a giant bag of coins"

I've been playing games for so long, I can think of a ton of great stories: The Christmas I got my NES and fell in love with *Super Mario Bros.*; that day I first saw an amazing 3D fighter called *Toshinden*; and the first time I got my hands on *Mario 64*, when my friends and I stayed up all night to play it. Then there was the time when I just HAD to have *Phantasy Star*, but had zero cash in my pocket. By the end of the day, I'd pulled every string I could think of, and had miraculously raised the $70 to buy one of the greatest RPGs of all time. Oh, and I once bought a copy of *Ninja Gaiden* with a giant bag of coins—that was pretty funny.

So, what's your best videogame experience? I'll take your most interesting stories and run them here in this space. Just send 'em in to the address listed above, and as much as I want to hear what you have to say, please keep your responses short. Get those stories in quick—I can't wait to read them!

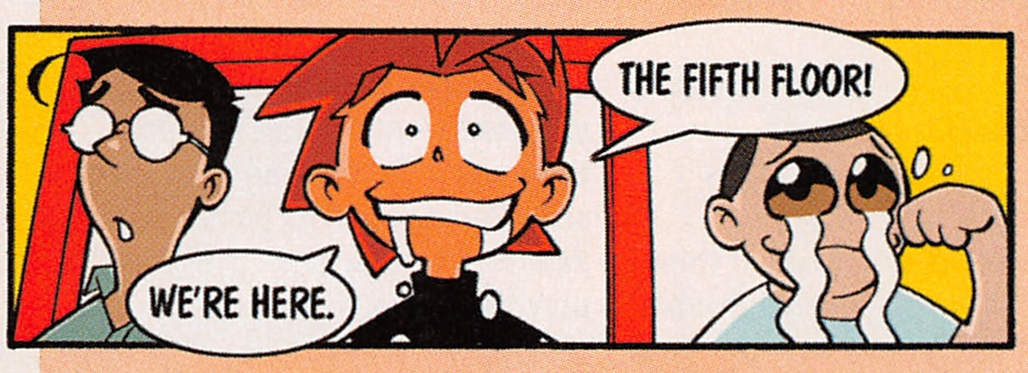


Illustration: Robert DeJesus

► Chris Slate

Pause Feedback: August
Pocket Station Blues

Here are your responses to our Pause topic for issue 24 (August, 1999). It was tough trimming down the tremendous amount of letters we received to the few that follow, so we tried to pick ones that took a slightly different angle to the subject. Now let's see what you had to say...

I think Sony's best option is to redesign the PocketStation as the standard Memory Card for PlayStation 2. The lower half of the device could plug into a controller, like Sega's Dreamcast.

Asa Thomas
rama377@juno.com

To bring the PocketStation success to America : 1) Aim it at kids with "Pokemon Fever"; 2) Release it alongside a *Monster Rancher*-type game; and 3) Open up a website to download and upload PocketStation monsters to.

Warren Galloway
Raz1974@hotmail.com

I think that Sony should have designed the PocketStation from the beginning to mimic and better the Game Boy. It could have used standard Memory Cards for cartridges, so you could download a game into one and place it into the PocketStation.

Samuel L. Bolling
Mobile, AL

I have mixed feelings on this subject. Personally, I think Sony should definitely release the PocketStation here in the U.S. I have been waiting patiently for it for close to a year now. The whole concept of downloading something from my favorite game and taking it on the road is great.

On the other hand, many of my friends would never even think of buying one, because they are not interested in the idea of raising a game character. If I were in Sony's place, I would probably release a couple thousand PocketStations and see how well they do in our market. Word of mouth is all it takes for some products to become successful.

Sincerely,
Mitch Wallace

There couldn't be a better time for Sony to jump on the handheld bandwagon. With the Game Boy Color and the new Neo Geo handheld, this could create a pretty well-balanced triangle between the three companies. Just think of what Sony could do if it put its mind to it?

Brandon Moore
raichukix@aol.com

No, Sony shouldn't release the PocketStation here in the U.S.—at least, not as it is now. They should keep the same design, but scale is up to Game Boy Color size, then make carts or something for the games. If Sony leaves it as is, the battery doesn't have enough juice to last a long period of time, anyway.

John Stephen
jazz@worldmailer.com

Is Sony afraid that the PocketStation wouldn't sell over here? I'd buy it, but if Sony was afraid of this happening, then it should have designed the PocketStation to play all types of Games!

Michael Pope
startrek@intrstar.net

I bought a PocketStation from an import store in April, and it is a really amazing tiny piece of technology. However, Sony has wasted too much time, and it is definitely too late to release it here in the US, with the release of PlayStation 2 getting closer and closer. I guess Sony knows how fickle the US audience is, and won't release a product that could end up as the next "Virtual Boy".

John Bednarz
N99Y99R99@aol.com

Trashing the PocketStation is the worst idea that Sony could have. Based on its success in Japan, of course people over here would buy it. If you remember, there was a tomagotchi craze here in the states, so people would enjoy growing their *Guardian Forces* or *Street Fighter* characters just as much as they would in Japan.

Stephen Kuo
XXXMen9000@aol.com

Americans complain that Japanese gamers get all the good stuff. Yet when companies take a gamble on porting over original Japanese titles, the American gamers are quick to criticize (i.e. Fighter Maker, Irritating Stick, and Parappa The Rapper). I say leave the PocketStation in Japan, and let it serve as a reminder that America just isn't ready yet for the level of originality that they whine for.

Dave Hulegaard
ShooGazing@aol.com

International Departures

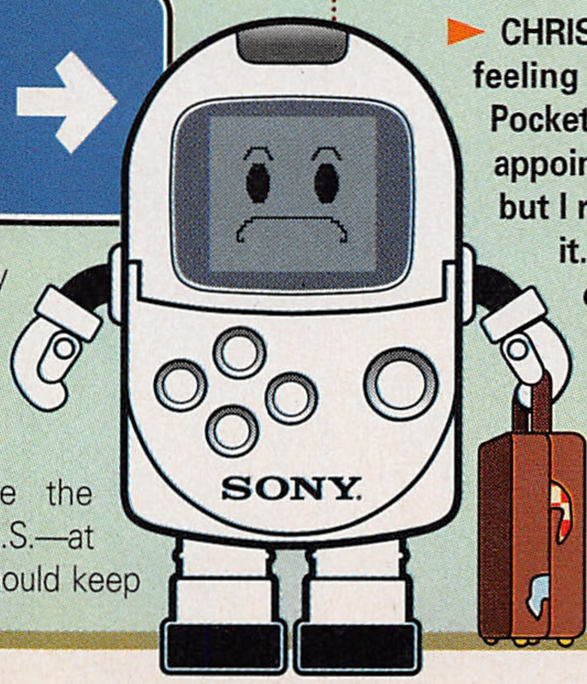


Illustration: DAG

► **CHRIS: It sounds like most of you are feeling the same way about the PocketStation as I do—I want it, I'm disappointed that it might not release here, but I really don't know what I'd do with it. We've had a few units in the office, and while we were really into them at first, we hardly touch them anymore. One thing's for sure, if Sony does decide to bring it over after all, it had better come up with some more compelling uses for it.**

(Continued from pg. 158)
ledge, rolling over when hitting a tiny little bump — you get the idea. Also, landing on your hood and having to wait to materialize right-side-up really sucked. My question is this: does 989 have any intention of correcting the horrible control, and making it more user-friendly? I talked to a number of people in regards to *TM3* (close to ten), and they all said that the control ruined the game. 989 can put all the features in the game (extra environments, extra characters, secrets, etc.) into the game that they want, but if the control sucks, it'll be all for not.

Bill & Laurie Hartford
hartford@netway.com



▲ **Of course, *Dino Crisis* is non-linear. All dinosaurs are non-linear!**

►NOAH: Hmm... Now let me see.

1. I'm also a big fan of these types of games and have played them all, not just the big ones you mentioned. Among several of the not so well known titles I've enjoyed playing, I can recommend *Parasite Eve* from Square, the quirky, but smart, *Overblood*. If you really want non-linear gameplay, try *Sentinel* from Psygnosis (which used character's moods as a gameplay element). The point is, despite all the new games coming, there are still some that you haven't probably tried available in the used bin right now. On to the new stuff: *Dino Crisis* fits this category, as does the new *Legacy Of Kain: Soul Reaver*. Also be on the lookout for *Countdown Vampires* (well maybe not), as well as the others you mentioned, although it's too early to say anything about a couple of them.

2. Yes and we'll have a review soon.

3. At the time we printed that, R *Rogue Trip 2* was coming; it really was. Since then, it has been canned, however.

4. I don't think 989 Studios wants to make a crappy *TM3* sequel even though I agree that *TM3* was horrible for even more reasons than you mentioned. We haven't had a chance to play the sequel as it is still early in development but we hope some things get improved, control being one of them. I'm sure the development team has learned from the mistakes made in the last game and from hearing from fans like you. We'll let you know how things are going as soon as we get to play a version.

Hello to all of the good citizens of PSMville. I have some questions,and I'm afraid I need the answers... fast!!!

1. You said that the PlayStation 2 can play games from the original PlayStation. Can the original system play PlayStation 2 games? I'm afraid I can't afford buying the PlayStation 2 when it arrives in my country.

2. What's up with the *Resident Evil* movie? I haven't heard anything about it since last year. Is the movie going to be shown around the world, or is it only for Japan and the U.S?

3.Talking about the *Resident Evil* movie, please tell me something about the *Tomb Raider* movie! I can't wait to see a live Lara Croft on the silver screen.

Sharizal Abd.Halim
psxpert23@hotmail.com

what happened to double dragon?

Once again great job! I sure would like to hear more about E3 from Chris Slate. By the way, Chris, did you have a nap yet? Good job!!! Well, I do have a few annoying qestions for ya. And here we go:

1. How come there is never been a new *Double Dragon* game? You know it will be good if they have it in PSX. Maybe they can make it like the classic games, like what Namco did (the classic games). It's a great loss if no one makes it.

2. I see some wirless control for the Playstation. I want to know which one is the best one. Are they any good at all? I'm not so satisfied with them.

3. A lot of readers complain about not being able to find game sound tracks (like *Tekken, FF7* or *8*, ect...), and I know they are hard to find. Maybe Noah can mix some tapes for us. Just an idea...

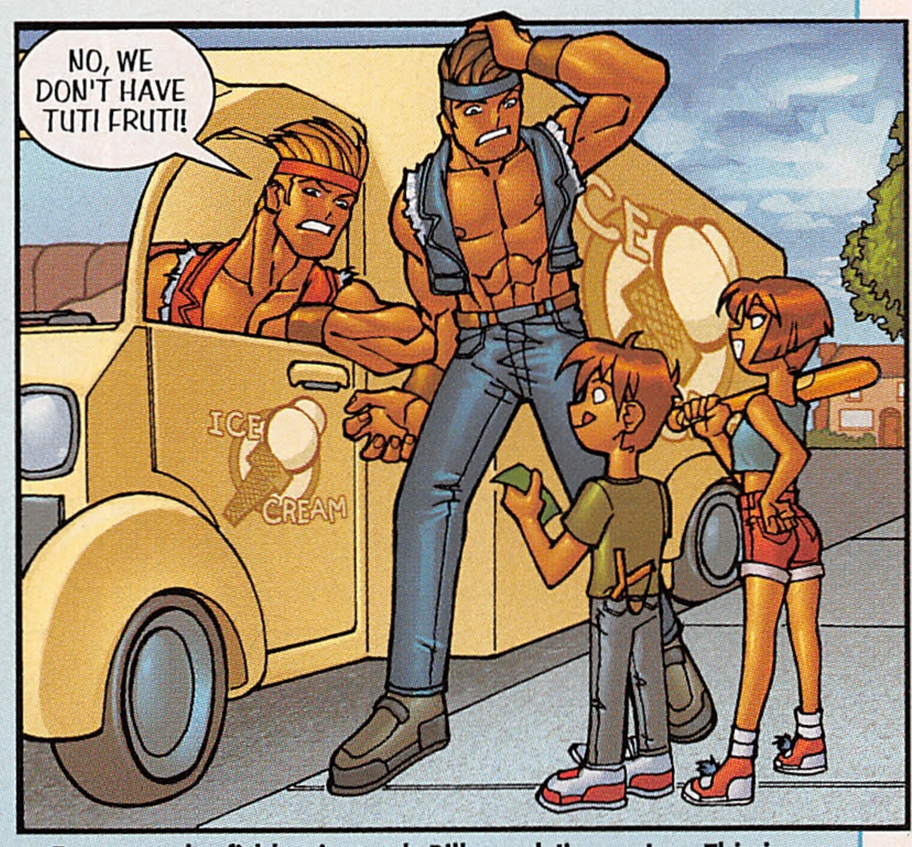
Aries C
XENO236058@aol.com

►NOAH:

1. That's a good idea, but I don't think Sony would allow the original *Double Dragon* to be published on the Playstation despite the classics collections put out by Namco and Konami and others. There are no plans to resurrect the series into true 3D at the moment either, but nothing is impossible. *Gekido* from Gremlin should be up your alley, as well as *Fighting Force 2*. Both games feature the kind of action you got in *Double Dragon*, but in 3D. In my opinion, *Gekido* is probably the better of the two. Expect it fall or winter.

2. As far as wireless controllers go, there are some out there that function like they should. The problem is that none of them feature controllers that have analog sticks or any kind of vibration, which means you're left with just digital pads to choose from. Worse yet, none of the wireles controllers out there have as good a design as the Sony digital pads. They all have something annoying about them, ranging from an uncomfortable shape, to action buttons that are too close together, to crappy D-pads. For this reason, there really isn't a wireless controller I can really recommend.

3. Soundtracks for games are starting to come out here in the U.S. on a very limited scale. Of course, you can get every game soundtrack ever made if you happen to live in Japan. The craze is so hot over there, that there are even remix CDs featuring the soundtracks from popular games. If you really want to get into collecting this music, be warned — it's expensive. Personally, I'm happy with just listening to the game music while I play the game.



▲ **Fame can be fickle—just ask Billy and Jimmy Lee. This is the only gig the *Double Dragon* guys can get these days.**

Illustration: Ryan Kinnaird

Favorite Genres: Everything but RPG's!
Favorite Games: *Marvel Superheroes, X-Men Vs SF, SFA 1 & 2, Marvel Vs Capcom, Tekken 2&3, Pocket Fighter, Gran Turismo, Time Crisis, WCW Nitro, WWF Warzone*
Quote: Playstation is just too sweet!

▲ **Andrew Feet**
aeroandrew@yahoo.com
Favorite Genres: RPGs, Fighting, Racing
Favorite Games: *Chrono Trigger, The Final Fantasy Series, Xenogears, Suikoden, BoF3, NFS:HS, Ehrgeiz*
Quote: When traveling on the road of life... hitch-hike, it's faster!

▲ **Kenneth A. Azurin**, age 14
Akamusa1@aol.com
Favorite Genres: RPG, Action, Fighting, Racing, & Strategy
Favorite Games: *Final Fantasy VII, Final Fantasy Tactics, Resident Evil 1 & 2, Gran Turismo, Dead or Alive, Castlevania: SOTN, Metal Gear Solid, Brave Fencer Musashi, NFL Blitz, C&C: Red Alert, & Sim City 2000*
Quote: You are just a puppet. You have no heart and cannot feel any pain.

▲ **Michael J Barraza**, age 13
ANARCHY111@webtv.net
Favorite Genres: All
Favorite Games: *Resident Evil 1-2, Xenogears, Final Fantasy VII, Warzone, Metal Gear Solid, Tekken, Twisted Metal 1,2, and 3, Abes Oddysee, and Abes Exoddus.*
Quote: Live in your world...play in ours.

▲ **Mark De Guia**
AznPIcachu@aol.com
Favorite Genres: All especially RPG's
Favorite Games: *Resident Evil 2, Metal Gear Solid, Tenchu, Final Fantasy VII, Xenogears, Parasite Eve, Tekken 3, and Brave Fencer Musashi*
Quote: Never under estimate the power of an Asian"

▲ **Nick Gardner**, age 15
1535 N. Cedar Ave.
Fresno Ca. 93703
Favorite Genres: RPG, Action/Adventure, Fighting, and Strategy.
Favorite Games: *FFVII, Xenogears, Legend of Legaia, TR1,2,3, all Mega Man games.*
Quote: What would you do... for a Klondike Bar?

(Continued on pg. 162)

The Breeding Frenzy Continues:

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►CHRIS: Since it's been a couple months since we got this letter, I hope you can still use the answers!

1. No. And I don't mean any disrespect, but the answers why are too obvious to list here.

2. It's still "officially" on, but it's in limbo right now. They got rid of George Romero as the director, and scrapped the script. Don't hold your breath. The *Tomb Raider* movie, however, could hit theaters as early as next Summer.

3. D'oh! I just answered that! We should have more info on this soon, since Core has hinted they are close to filling Lara's boots.



▲ Lara Croft: coming soon to a theater near you! Pass the popcorn...

dolphin-safe gaming

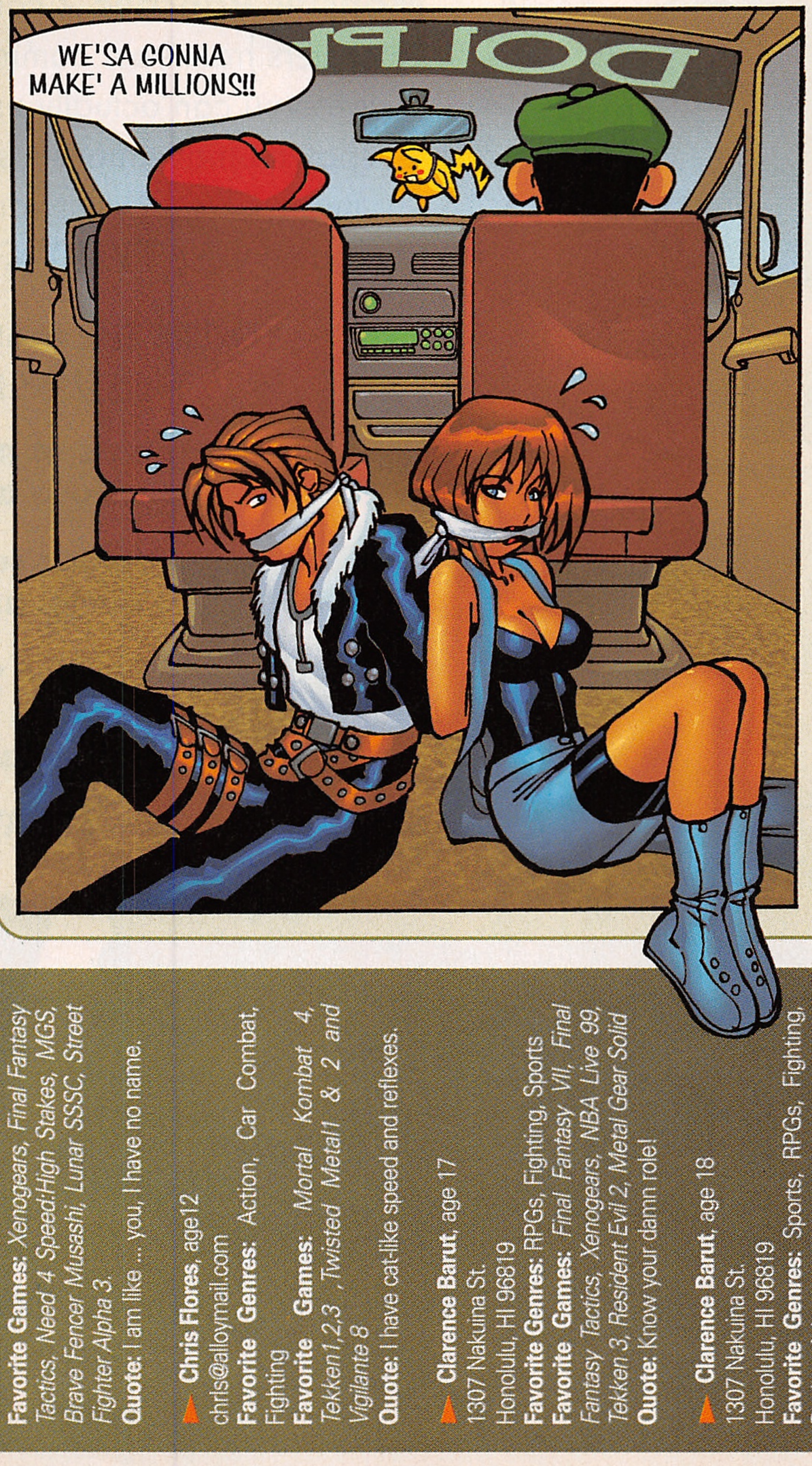
Hey PSM! I love your magazine, keep up the good work! I have a bunch of questions and hope that you can answer them and maybe print them in the magazine.

1. Recently, I have been surfing on the net and I heard rumors that Square is perhaps going to support Nintendo's Dolphin when it comes out instead of PlayStation2 . When I heard about this, it shocked me, but if you guys really think about it, it's entirely possible. Ever since the Final Fantasy series first started, it went to a Nintendo console. When the PlayStation came out, Square made their games on the PlayStation instead. Great games like *FF7* and *FF8* appeared on this console and Nintendo never received any Square titles after that. I believe that if Nintendo's Dolphin is more powerful than PS2, there is a definite possibility that Square will leave Sony and go back to Nintendo. I have been a long time PlayStation owner and I have always enjoyed the awesome titles that it received. I would definitely want to buy a PS2 when it comes out, but I'm afraid that I might never see another *Final Fantasy* title ever again on PS2. I don't really want to own a Nintendo Dolphin because most of the games that ever come out for Nintendo are too childish in my opinion. Can you guys at PSM give me your opinion on this and tell me if Square is going to support Sony or not?

2. I am a great fan of the *Resident Evil* Series and I want to know if *Biohazard: Code Veronica* will ever appear on a Sony console or the PC perhaps.

3. Could you guys at PSM do some reviews for some import games? All of the PlayStation owners that I know play alot of import games and we would be happy if you guys could expand the Otaku section to maybe four pages and include a few reviews.

Tony
Omega22666@aol.com



►MAX: Well Tony, I think you can rest easy.

1. Square's problem with the N64 was down to the choice of storage medium (cartridges) and so it's certainly possible that they will be lured back to develop for Nintendo's new machine. However, to a certain extent, Sony has made Square what they are today. The huge user base of PlayStation has allowed the *Final Fantasy* series to flourish and they'll be practically guaranteed a similarly massive number of sales with PS2. Square are with Sony, no doubts.

2. *Code Veronica* will not appear, no, because it's a Dreamcast-only title (and mostly developed by Sega). PlayStation or PC versions are identified by numbers, not names *(Resident Evil 1, 2,* etc...) for the sake of continuity. But fear not, my friend: *Resident Evil 3: Nemesis* (OK, OK, so they get subtitles, too) is coming for PlayStation and it's looking hot. In fact, there's a preview of the game in this very issue! And you can expect that another *Resident Evil* adventure will be appearing on the PS2.

3. So would I! In fact, we're thinking long and hard about the Otaku section and we've had some ideas along similar lines to yours. Keep a close eye on that part of the book!

◄ There's no way that *Final Fantasy* would leave PlayStation (of its own free will).

Illustration: Ryan Kinnaird

▲ **Ben Cole**, age 15
WraithnWo@netscape.net
Favorite Genres: Wrestling, Action/Adventure, Strategy, Sports, racing
Favorite Games: *Vigilante 8, NFS3, WCW/nWo Thunder, MGS, RE2, Test Drive 5, WWF Warzone, NBA Live 99.*
Quote: I am the best there is, the best there was, and the best there ever will be at Playstation.

▲ **Nicolas Vaughan**, age 14
Bestninja@aol.com
Favorite Genres: All
Favorite Games: *Xenogears, Final Fantasy Tactics, Need 4 Speed:High Stakes, MGS, Brave Fencer Musashi, Lunar SSSC, Street Fighter Alpha 3.*
Quote: I am like ... you, I have no name.

▲ **Chris Flores**, age12
chris@alloymail.com
Favorite Genres: Action, Car Combat, Fighting
Favorite Games: *Mortal Kombat 4, Tekken1,2,3 , Twisted Metal1 & 2 and Vigilante 8*
Quote: I have cat-like speed and reflexes.

▲ **Clarence Barut**, age 17
1307 Nakuina St.
Honolulu, HI 96819
Favorite Genres: RPGs, Fighting, Sports
Favorite Games: *Final Fantasy VII, Final Fantasy Tactics, Xenogears, NBA Live 99, Tekken 3, Resident Evil 2, Metal Gear Solid*
Quote: Know your damn role!

▲ **Clarence Barut**, age 18
1307 Nakuina St.
Honolulu, HI 96819
Favorite Genres: Sports, RPGs, Fighting, Racing, Adventure
Favorite Games: *Gran Turismo, Street Fighter Alpha 3, Final Fantasy 7, Resident Evil 2, NBA Live 99, Xenogears*
Quote: Where ever Square goes, I go"

▲ **Chris Summers**, age 16
SWIRCA@hotmail.com
Evansville, IN 47711
Favorite Genres: Everything
Favorite Games: *Megaman Legends, Final Fantasy, Command and Conquer, Suikoden, Monster Rancher, and Metal Gear Solid.*
Quote: S*ck it!

Fan Art

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, then by all means send us a copy! (We'll take originals too, but we won't be able to return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at **psm@imaginemedia.com**, and label the subject heading "Fan Art." Now get busy making that art!



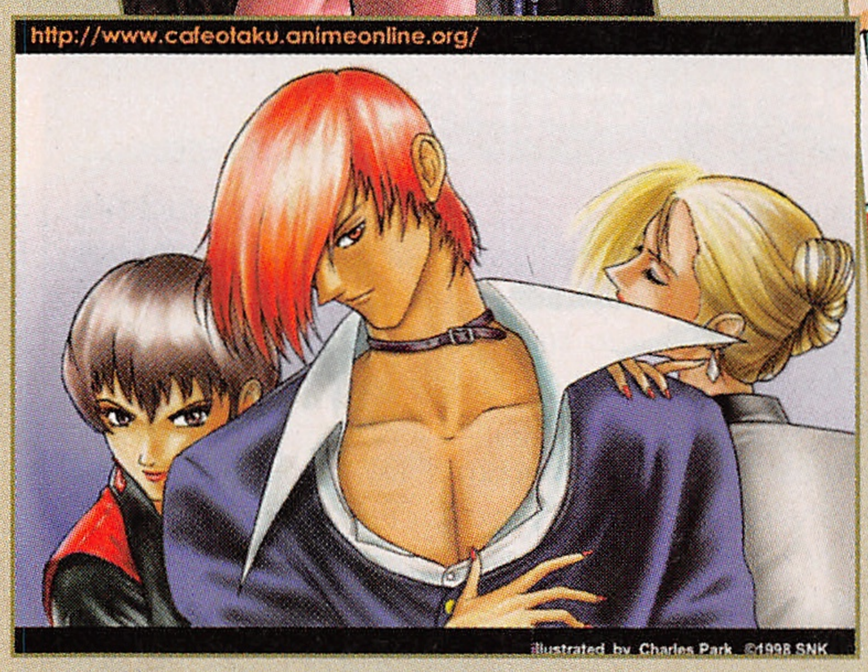
▼ Whoa! Zombies will think twice before messing with Andie Tong's buff Claire!



▲ Thanks to Jared Purrington for the FF art!



▲ Another kawaii pic by Jen Seng—thanks, Jen!



◄ Charles Park is the king of *King of Fighters*.



▶ Wow! A big thanks to Randall Ng for our first ever look at a 3D Chibi!

the functionality and power of a tractor trailer into the spatial confines and handling of a sports car. Something like that. Anyway, I was wondering if there was some way for me to be able to take a peek at the schematics for the PlayStation, or is that one of those closely guarded gems that never sees daylight?

3. There is an incredible amount of third party hardware available for the PlayStation out there. Does Sony collaborate with these companies? How do they develop all these peripherals?

Andres Torres
Pensativo@aol.com



▲ **Akihabara: the most magical place on earth. Many gamers would give an arm and a leg for even a short visit.**

►**MAX:** Hey Andres. Thanks for the compliments on the mag.

1. Like you, I've never experienced the overheating problem, but it can happen, particularly if you put the machine on a carpet.

2. Given the power of the Emotion Engine CPU, the chip will be covered by a fan to cut down on any possible overheating problems. As far as schematics go, well, you'd have more chance getting the drawings for the B-2 Stealth Bomber - such things are very closely guarded secrets and subject to rigorous copyright. This is to prevent rival companies from being able to steal any ideas.

3. The answer here is: backwards engineering and technical expertise. Sony makes its own peripherals (and these are often the most reliable), so for obvious reasons, most 3rd party products tend not to get the official seal of approval. That isn't to say that none do (the Jogcon, for instance, is approved), but many companies don't want to go through the whole sanctioning process which can be more costly and time-consuming.

I would like to start by saying that I have

▲ **Clyde Pryer**, age 14
ssjgoten1@juno.com
Favorite Genres: RPG, Adventure, Fighting
Favorite Games: *Final Fantasy VII, Marvel Vs. Capcom, Tekken 1-3, Street Fighter*
Quote: I am the Great Sephiroth; I am one with Jenova

▲ **Cris Camit**, age 16
redwizard9@www.hotmail.com
Favorite Genres: ALL except sports that don't involve weapons, point & click games
Favorite Games: *Metal Gear Solid, Tenchu, Final Fantasy 3, Marvel vs. Capcom, Final Fantasy Tactics, Point Blank, Castlevania*
Quote: If you're not down with me, I got two words for ya: YOU SUCK!

▲ **Dustin Clayton**, age 18
Chance_taker@mailexcite.com
Favorite Genres: RPGs, Strategy, Fighting
Favorite Games: *Xenogears, Final Fantasy 7, Final Fantasy Tactics, Breath of Fire III, Wild ARMs, Parasite Eve, Soul Blade, OgreBattle, SaGa Frontier, Twisted Metal 2*
Quote: Do I want to know?

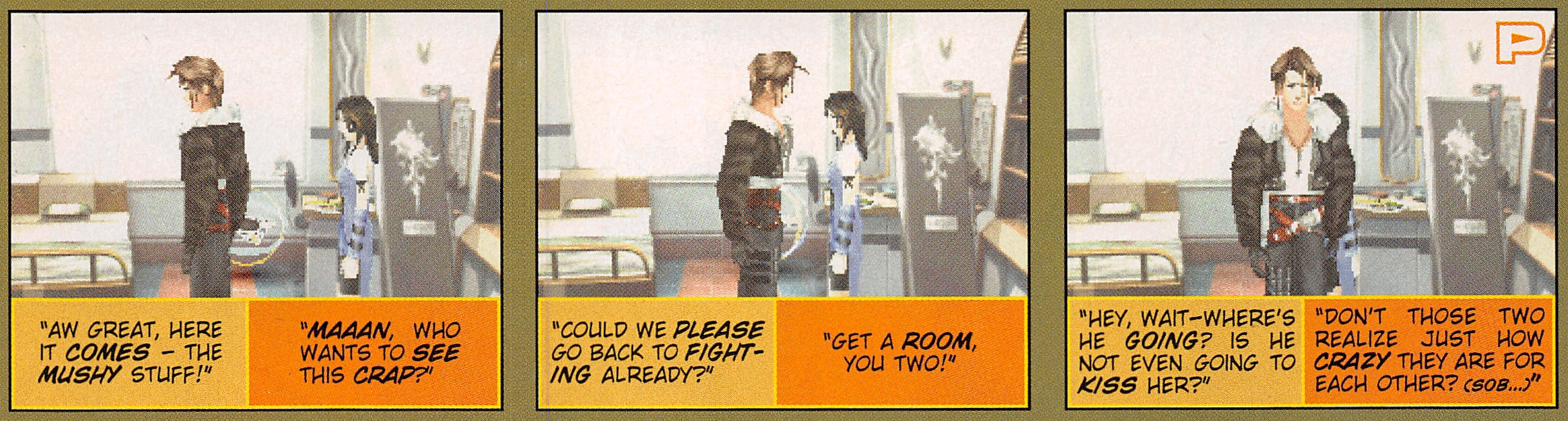
▲ **Earl Trezar S. Abella**, age 21
25 CRM Carol BF Homes
Almanza Las Pinas City
Philippines 1750
Favorite Genres: RPG, Action/Adventure, Sports, Fighting, etc.
Favorite Games: *FFVII, MGS, Legend of Legaia, Tekken 3, NFS: High Stakes, Street Fighter Alpha 3.*
Quote: Playstation: Gamer's Ultimate Future

▲ **Ian Mogel**, age 12
EBWJober@Aol.com
Favorite Genres: Sports, Wrestling, Action
Favorite Games: The Crash Series, Twisted Metal 3, WWF Attitude, Doom 2
Quote: You don't have a Playstation?

▲ **Erissa Thomas**, age 17
erissat@hotmail.com
932 S. Institute St.
Colorado Springs, CO 80903
Favorite Genres: RPG, Fighting, Whatever suits my fancy at the time
Favorite Games: *Parappa the Rapper, Metal Gear Solid, Most RPGs*
Quote: All the world is birthday cake, so take a piece, but not too much.

smart bomb

EVERY GAMER HAS A SOFT SIDE



been with your excellent magazine since issue Number 7. Immediately after reading that issue, I took advantage of your subscription service and have been pleased to receive PSM in my mailbox every month. Being a comic book collector, I enjoy the range of Comic-Related talent that have graced your covers, and count The Monitor, Code Junkies and Letters as my favorite sections. I have a few questions of my own that I hope you guys wouldn't mind answering:

1. With the arrival of the PlayStation 2 coming up, it's safe to assume your magazine will shift its focus to the new console and its games. But where does that leave the readers who either find the rumored $299 price tag a bit steep and will wait for it to drop, or the people who are still discovering (or will discover) the original PlayStation, due to its new affordable price? Will the original PlayStation still have new games made for it after the debut of the PS2? Will PSM still have features to interest non-PS2 owning readers?

2. Roughly how many total PlayStation games are available for the console?

(name witheld by request)
Staten Island, NY

►STEVE: We greatly appreciate your comments about the magazine, Mr. Mystery Man. As you know, most of the PSM staff love comics and various types of manga. In fact, that's where we get a lot of the inspiration for PSM, as well as high-quality artists to do our covers. It's pretty neat because a lot of our covers are now showing up in other magazines, such as Wizard, which is pretty exciting. Finally, the word about PSM is getting out there and reaching people outside of the gaming community. That makes us proud. Now, on to your two questions:

1. We will continue to cover the current PlayStation for sometime, especially if there continues to be a steady flow of new games. Obviously, we will redesign the magazine to reflect the PS2, but it is still going to have the PSM flavor at its core. As for the price of the PS2, don't worry. As reported in this month's Chasing the PlayStation 2 section, the console will probably end up selling for around $250 in Japan and $200 in the U.S. We think almost everyone can afford that. If you can't, there will still be plenty of PlayStation games coming out long after the launch of the PS2. Developers know that there are over 20 million PS owners in the U.S. and are going to milk that market for as long as they can.

2. At last count, I think there are nearly 600 PlayStation games available in the U.S. Japan probably has several thousand.



▲ And now, we present this picture of Pac-Man swallowing Q-Bert whole, for Chris Paquette, who hasn't seen the sun for days.

Hey guys, tell me this: Who'd win in a *Street Fighter*-style match-up, Pac-man or Q-bert?

Chris Paquette
Hype1979@yahoo.com

►PSM: You're kidding, right? Chris, you need to get outside more often.

kudos for captions

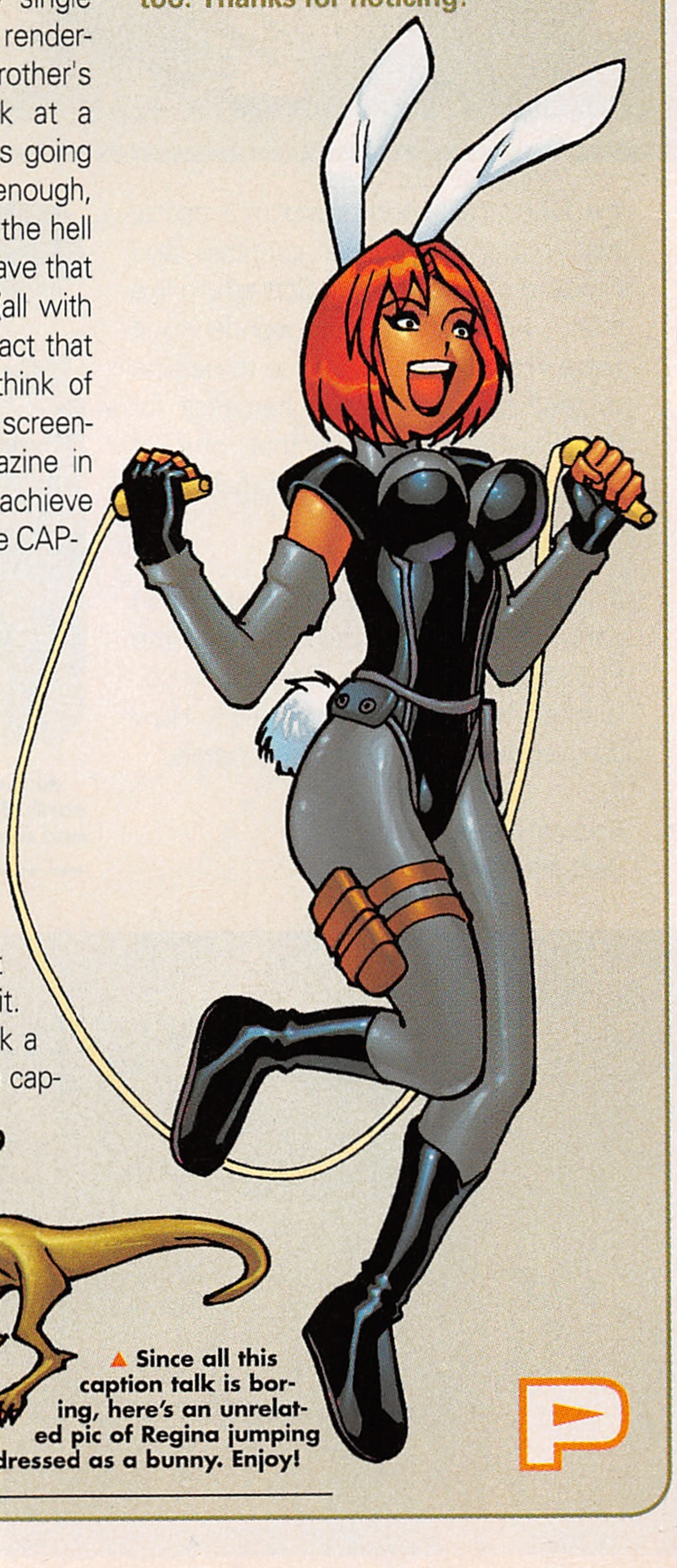
Hey PSM, as a loyal, (and I mean LOYAL) PSM subscriber since the begining, I have seen the mag grow and mature into the best PlayStation magazine ever. And there is something I have noticed throughout PSM's history that I think has made this great mag what it is today. Simply, every single screenshot, picture, graphic, or rendering has a CAPTION! I get my brother's [other game magazines], look at a screen and say, "what the hell is going on here" all to often. But sure enough, PSM is sure to inform me what the hell is going on, because PSM will have that same screen, plus loads more (all with captions). I can't get over the fact that you guys could sit there and think of something to say for EVERY screenshot! I know of no other magazine in HISTORY that has been able to achieve this, and for that I crown PSM the CAPTION KING! Thank you PSM.

Kurt Margenau
hack314@hotmail.com

Congratulations, PSM. You have managed to be the first magazine I read to have captions for all of your screenshots, artwork and photos. Not since the days of GamePlayers have I seen that many captions... and I love it. While they say a picture is work a thousand words, a picture and a caption is worth about a thousand and fifteen. I simply get so much info from your mag and it is well worth the $5 an issue.

Kyle Ontani
New York City, NY

►CHRIS: Wow, I never would've thought we'd get two letters about captions, of all things, that we could run together. What can I say? It's a goal of ours to pack as much info in as possible, and sometimes we're able to slip a few funnies in there, too. Thanks for noticing!



▲ Since all this caption talk is boring, here's an unrelated pic of Regina jumping rope, dressed as a bunny. Enjoy!

Illustration: Ryan Kinnaird

KONAMI

SOUL OF THE SAMURAI

CUT

THROUGH

THE

CRAP



MATURE
M
CONTENT RATED BY ESRB

PlayStation®



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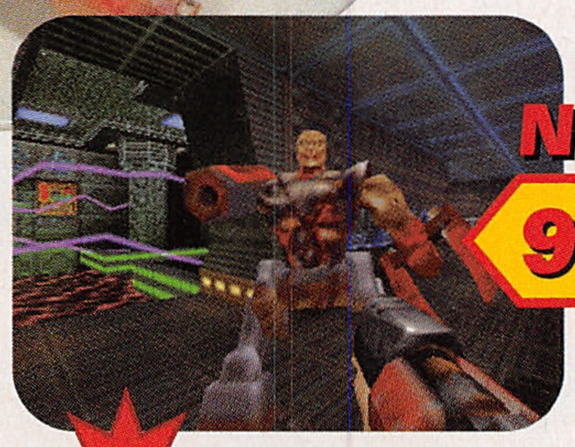
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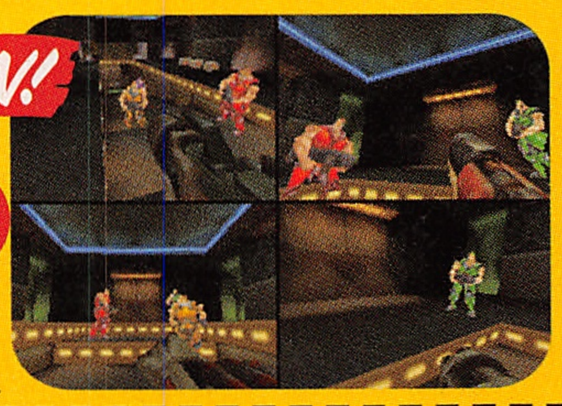
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MULTI-PLAYER FEASTING! *A complete carcass of capabilities that's sure to bring everyone together. Never any leftovers! Going head-to-head with your friends never tasted so good.*



NEW!



NO BULL

clip and save

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Top This!

If you're a good gamer, you can win cool prizes and see your name in print! One winner will be selected from each challenge, so get your entry in early. Send in your entries, with the name of the contest printed on the envelope, to PSM Top This!, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Include your return address. Sorry, no e-mail or videotape entries allowed, and remember, we can't return any pictures. Enter today!

Win All This!

Win the complete library of Fox games for the PlayStation! That's six free games that range in genre from platforming action to shooting to racing . There are some serious hits here, including the original Croc, Croc 2, Die Hard Trilogy, Motorhead, N2O, Independence Day, Team Losi RC Racer, Fox Sports Golf and Fox Sports Soccer.



For this month's Top This prize selection, we've got our hands on the complete library of Fox games for the PlayStation! That's six free games that range in genre from platforming action, to shooting, to racing. We've even got some sports games! There are some serious hits here, including the original *Croc*, *Croc 2*, *Die Hard Trilogy*, *Motorhead*, *N2O*, *Independence Day*, *Team Losi RC Racer*, *Fox Sports Golf* and *Fox Sports Soccer*. To win this fantastic Fox collection, you not only have to be a darn great gamer, but you also have to send us your entries right away. As always, we will not accept video tapes, and your photographs will not be returned. Be sure to write the name of the challenge you're entering on the envelope. Good luck, people! Now get going!

CHALLENGE #1:

Sled Storm

BEST TIME

This is a stormin' race game and your challenge is to record two separate best lap times in time trial mode. For the first, a lap time of at least 38 seconds on Pine Valley will do it and for the second, a circuit clocking under 48 seconds on Kodiak Canyon. You must do this with a 400cc engine only—you can upgrade other parts of the sled, however. Take pictures of the respective record screens and send them in as proof.

CHALLENGE #2

Final Fantasy VIII

COLLECT ALL THE CARDS

One of the most difficult things to do in Final Fantasy VIII is collecting all of the Triple Triad cards. In this month's strategy, we've given you several suggestions on how to collect the cards. When you do manage to collect them all, a special star mark will appear next to the "Card" option in the main Option Screen. Be the first person to take a picture of that screen and send it to us, and you will win.

CHALLENGE #3:

Dino Crisis

FIRST TO GET INFINITE GRENADE GUN AMMO

To get the infinite ammo for your grenade gun, you'll have to beat this terrific game three times. For the really dedicated, this may only take a weekend, so get busy. To win, you must be the first person to send us a snapshot of your TV with either the infinite ammo icon displayed on the save screen or a shot of you checking your infinite ammo while in the game. Good luck, dino hunters!



These winners from July receive a GameShark Pro from Interact, a Data Deck and Dual Force Handheld Racing Wheel from Mad Catz. They also get a collection of games from 989 studios, including Syphon Filter, NFL GameDay 99 and MLB 2000. Also included are Cool Boarders 3, 3Xtreme, NCAA GameBreaker 99, NCAA Final Four 99, and Twisted Metal III. Great going, winners!

NFS: High Stakes
BEST TOTAL TIME
Martin Johnson
Cedar Falls, IA

Lunar: SSSC
FIND ALL BROMIDES
David Olson
Fairfield, PA

Ape Escape
GET 100%
David Larrison
Erie, PA



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DO YOU YAHOO!?

RESET

Coming next month in issue 27 of PSM

100% Independent PlayStation Magazine

PLAYSTATION 2: ALL IS REVEALED!



Chris and Max are flying off to Japan next month for Sony's official unveiling of the PlayStation 2 at the Fall Tokyo Game Show. Can you believe that we're only one month away from finally setting eyes on the most anticipated game console in history? We'll have the final name of the system, screens of new demos and games, release details, and photos of what it looks like. Plus, rumor has it that Namco and a couple others might even show playable games—anybody wanna see *Tekken 4?* Thought so. See ya in 30!

SPECIAL REPORT: TOKYO GAME SHOW

PlayStation 2 won't be the only hot new thing at this year's Fall Tokyo Game Show. Hundreds of new PlayStation 1 games will be shown as well, and you can bet that our guys will be bringing back loads of info on those, too.

RESIDENT EVIL 3: FINAL PREVIEW



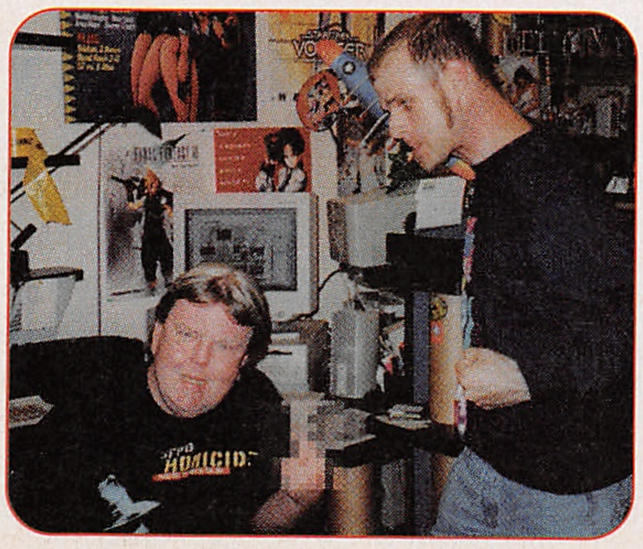
This game hits at the end of next month, so here's our plan: do one more preview, make it incredibly huge, with more screens than you'd ever want to see, and then in the December issue, do a big strategy guide. Sound good? If you're an *RE* fan (and we know most of you are), then you won't want to miss the most detailed ever look at *RE3.*

PS

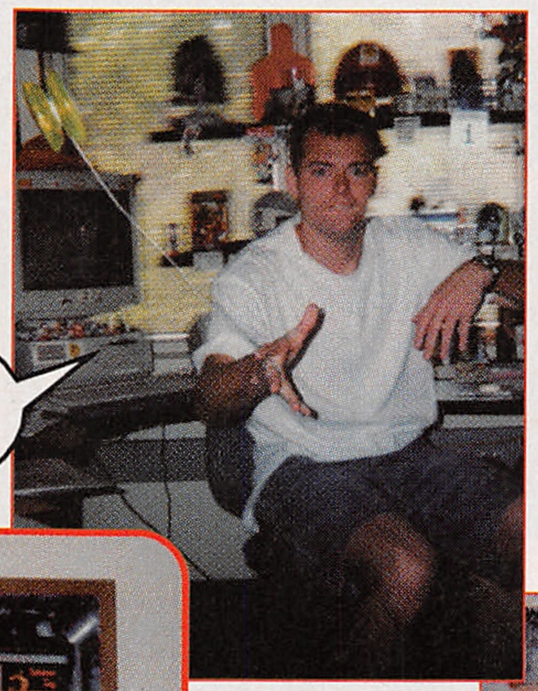
Here are some parting shots of the PSM staff doing what they do best—goofing off.



◀ Steve proves once again that he truly is the Iron Chef. Here he pets a Chocobo to calm its fears, seconds before tossing it on the grill. "If you don't calm them down", Steve says, "the meat can get tough and stringy." We say "Bon Appetite, Steve!"

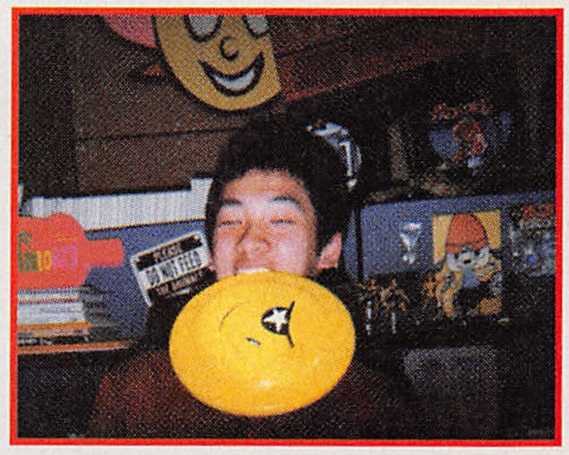


◀ Bill explains to Noah the importance of making all of his deadlines. The "special gesture" Bill is using is an old English Editor's Hand Signal. No one is really sure just what it means today.

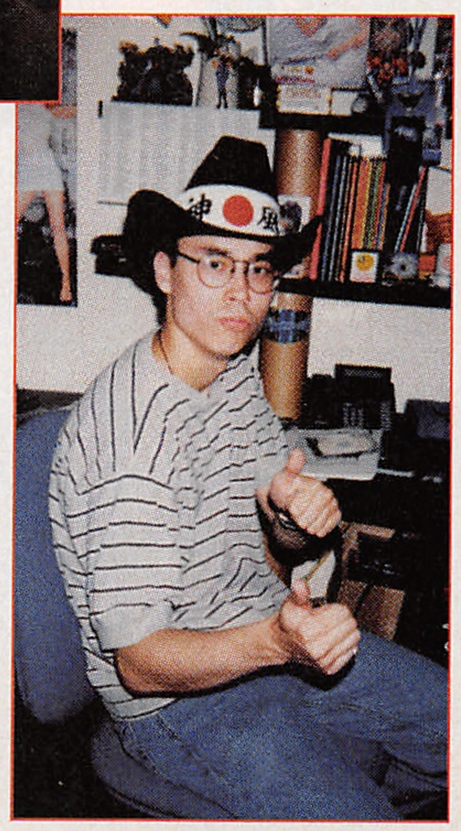




◀ Our *Mortal Kombat: Special Forces* cover received the illustrious in-house "Cover Of The Month" award and graced the Imagine offices' foyer. And just as soon as we cough up another $200, we're gonna win it again! Thanks also to artist Chris Bachelo, Tim Townsend the inker and colors by liquid!



▲ We taught our intern, Ben, to catch Frisbees! He still chews cords, though...



◀ Steve's thumbs locked in an upright position after playing *Final Fantasy VIII* for 20 straight hours. Then he flew off to Japan, where he is known as Johneru Wayneru, the "Singing Cowboy". Sing it, Steve!



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